

## Chapter 14: Probability Notes for Class 10

### What is Probability?

**Definition:** The theoretical probability of an event E is:

$$P(E) = \frac{\text{Number of outcomes favourable to E}}{\text{Number of all possible outcomes}}$$

This formula assumes all outcomes are equally likely.

### Experimental vs Theoretical Probability

Feature	Experimental Probability	Theoretical Probability
<b>Based on</b>	Actual trials or observations	Logical assumptions and reasoning
<b>Formula</b>	Favourable trials $\div$ Total trials	Favourable outcomes $\div$ Total outcomes
<b>Requires</b>	Repeated experiments	Equally likely outcomes
<b>Also Called</b>	Empirical Probability	Classical Probability

As the number of trials increases, experimental probability gets closer and closer to theoretical probability.

### Key Terms of Probability

Term	Meaning	Example
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<b>Experiment</b>	An action with well-defined outcomes.	Tossing a coin, throwing a die
<b>Outcome</b>	A possible result of one trial.	Getting <b>Head (H)</b> on a coin toss
<b>Sample Space (S)</b>	The set of all possible outcomes of an experiment.	$S = \{H, T\}$ for a coin toss
<b>Event (E)</b>	A specific outcome or a set of outcomes of interest.	Getting an even number on a die
<b>Elementary Event</b>	An event that contains exactly one outcome.	Getting <b>3</b> on a die
<b>Favourable Outcomes</b>	Outcomes that satisfy the given event condition.	For the event 'getting an even number': $\{2, 4, 6\}$

### Sum of Elementary Events

The sum of probabilities of all elementary events of an experiment always equals 1.

Example: For a die:  $P(1) + P(2) + P(3) + P(4) + P(5) + P(6) = 1/6 \times 6 = 1$

### Types of Events in Probability

- Impossible Event:  $P(E) = 0$   
e.g., rolling 8 on a die
- Sure/Certain Event:  $P(E) = 1$   
e.g., rolling  $<7$  on a die
- For any event E:  $0 \leq P(E) \leq 1$
- Complementary Event (Not E) :  $P(\bar{E}) = 1 - P(E)$

## Complementary Events Explained

If event E is 'getting a head', then  $\bar{E}$  (complement, read as 'E-bar') is 'not getting a head' = 'getting a tail'. They are complementary because together the events cover all possibilities.

## Complementary Events Formula

$$P(E) + P(\bar{E}) = 1 \Rightarrow P(\bar{E}) = 1 - P(E)$$

## Two Dice Problems

When two dice are thrown, the total number of outcomes =  $6 \times 6 = 36$ . Each ordered pair (a, b) represents a unique outcome where a  $\neq$  b position-wise, so (1, 4)  $\neq$  (4, 1).

Die 2 Die 1	1	2	3	4	5	6
1	(1,1)	(1,2)	(1,3)	(1,4)	(1,5)	(1,6)
2	(2,1)	(2,2)	(2,3)	(2,4)	(2,5)	(2,6)
3	(3,1)	(3,2)	(3,3)	(3,4)	(3,5)	(3,6)
4	(4,1)	(4,2)	(4,3)	(4,4)	(4,5)	(4,6)
5	(5,1)	(5,2)	(5,3)	(5,4)	(5,5)	(5,6)
6	(6,1)	(6,2)	(6,3)	(6,4)	(6,5)	(6,6)

Event	Favourable Outcomes	Probability
<b>Sum = 8</b>	(2,6), (3,5), (4,4), (5,3), (6,2) → 5 outcomes	5/36
<b>Sum = 13</b>	None (Impossible event)	0
<b>Sum ≤ 12</b>	All 36 possible outcomes (Sure event)	1



<b>Sum = 7</b>	(1,6), (2,5), (3,4), (4,3), (5,2), (6,1) → 6 outcomes	$6/36 = 1/6$
<b>Sum = 2</b>	(1,1) → 1 outcome	$1/36$
<b>Sum = 12</b>	(6,6) → 1 outcome	$1/36$

## Understanding Playing Cards

A standard deck has 52 cards.

- ♠ Spades  
Black - 13 cards
- ♥ Hearts  
Red - 13 cards
- ♦ Diamonds  
Red - 13 cards
- ♣ Clubs  
Black - 13 cards

<b>Card Type</b>	<b>Count</b>	<b>Details</b>
<b>Total Cards</b>	52	4 suits × 13 cards each
<b>Red Cards (♥ + ♦)</b>	26	Hearts and Diamonds
<b>Black Cards (♠ + ♣)</b>	26	Spades and Clubs
<b>Aces</b>	4	One Ace in each suit
<b>Face Cards (K, Q, J)</b>	12	3 face cards × 4 suits
<b>Number Cards (2–10)</b>	36	9 number cards × 4 suits
<b>Kings of Red Suits</b>	2	King of Hearts and King of Diamonds

## Previous Year Board Questions

**Question 1:** A bag contains 6 red, 4 white and 8 blue balls. A ball is drawn at random. Find the probability that the ball drawn is (i) blue, (ii) not red.

**Solution:** Total = 18

Blue balls = 8

Red balls = 6

White balls = 4

(i)  $P(\text{blue}) = \frac{8}{18} = \frac{4}{9}$

(ii)  $P(\text{not red}) = \frac{12}{18} = \frac{2}{3}$

**Question 2:** Cards marked 2 to 101 are placed in a box and one is drawn at random. Find the probability that the number on the card is (i) a perfect square, (ii) divisible by 7.

**Solution:** Total = 100

(i) Perfect squares: 4, 9, 16, 25, 36, 49, 64, 81 and 100

There are 9 perfect squares

$P(\text{a perfect square}) = \frac{9}{100}$

(ii) Divisible by 7 (7, 14, ... 98)

There are 14 numbers divisible by 7

$P(\text{divisible by 7}) = \frac{14}{100} = \frac{7}{50}$

**Question 3:** A die is thrown twice. What is the probability that (i) 5 will not come up either time? (ii) 5 will come up at least once?

**Solution:** Total = 36

Outcomes where 5 appears: (5,1), (5,2)...(5,6), (1,5)...(6,5) minus double-count

Therefore 11 outcomes

(i)  $P(5 \text{ not at all}) = \frac{25}{36}$

(ii)  $P(5 \text{ at least once}) = \frac{11}{36}$

**Question 4:** A number  $x$  is selected at random from the numbers 1, 2, 3 and 4. Another number  $y$  is selected at random from 1, 2, 3 and 4. Find the probability that the product of  $x$  and  $y$  is less than 9.

**Solution:** Total pairs = 16

Products  $\geq 9$ : (3,3)=9, (3,4)=12, (4,3)=12, (4,4)=16

Total 4 favourable outcomes

$P(xy < 9) = 12/16 = 3/4$

### All Formulas at a Glance

Formula	Expression	Notes
<b>Theoretical Probability</b>	$P(E) = n(E)/n(S)$	(n(E)) = number of favourable outcomes, (n(S)) = total number of outcomes
<b>Range of Probability</b>	$(0 \leq P(E) \leq 1)$	Probability always lies between 0 and 1
<b>Complementary Event</b>	$P(\bar{E}) = 1 - P(E)$	A useful shortcut when finding the probability of 'not' an event
<b>Sum of All Elementary Events</b>	$\sum P(E_i) = 1$	The probabilities of all possible outcomes add up to 1
<b>Impossible Event</b>	$P(E) = 0$	No favourable outcomes exist
<b>Sure (Certain) Event</b>	$P(E) = 1$	Every outcome is favourable
<b>Two Dice: Total Outcomes</b>	$6 \times 6 = 36$	All 36 outcomes are equally likely
<b>Two Coins: Total Outcomes</b>	$2 \times 2 = 4$	Sample space = ({HH, HT, TH, TT})