**4UIQM: Element 3: Business Statistics**

**Solutions to activities**

|  |  |
| --- | --- |
| **Activity 1** | Examples of data include: call duration, number of local/outstation calls, amount per call, numbers calledExamples of information gained could include: average amount spent per day, average calls per day, ratio of outstation to local calls, average duration |
| **Activity 2** | PrimarySecondaryPrimarySecondary |
| **Activity 3** | QualitativeQuantitative |
| **Activity 4** | Discrete |
| **Activity 5** | ContinuousDiscreteContinuousContinuousDiscrete |
| **Activity 6** | Questions could gather data on gender, age, frequency of purchase, number of units purchased. However, this is not an exhaustive list.  |
| **Activity 7** | Total populationMale/femaleEducation levelAge groupsEthnic groups |
| **Activity 8** | StratifiedCluster |
| **Activity 9** | Nominal |
| **Activity 10** |

|  |  |  |
| --- | --- | --- |
| Gender | Play games | Total |
| Only on mobile phone | Only on gaming console |
| Male  | 13 | 7 |  20 |
| Female  | 15 | 5 |  20 |
| Total | 28 | 12 | 40 |

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| **Activity 11** |  |
| **Activity 12** |

|  |  |  |  |
| --- | --- | --- | --- |
| **Number of games bought** | **Class frequency** | **Relative frequency (%)** | **Cumulative frequency** |
| 1-4 | 13 | 33 | 13 |
| 5-8 | 14 | 35 | 27 |
| 9-12 | 6 | 15 | 33 |
| 13-16 | 2 | 5 | 35 |
| 17-20 | 5 | 12 | 40 |
| **Total** | **40** | **100** |  |

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