MATH 1029: Contemporary Mathematics (CMAT 1103)

Course Description:

This course covers mathematical approaches to practical life problems. Topics include counting techniques and probability, statistics, graph theory, and linear programing. [High school course code: 160347 Advanced Math – Functions & Statistics]

Course/Unit Credit:

3 credit hours; 1 Carnegie Unit

High School Course Code:

When used in the spring semester with Advanced Math – Functions and Statistics in the fall semester, this course can use 160347 for the high school course code for both semesters.

Grade(s): 11th or 12th grade

Primary Online Content Source:

Thinking Mathematically, 8e, MyMathLab, Robert Blitzer

Chapters for LSU MATH 1029: Contemporary Mathematics

- 7 Algebra: Graphs, Functions, and Linear Systems
- 11 Counting Methods and Probability Theory
- 12 Statistics
- 14 Graph Theory

Section Names (Number of Exercises) and Learning Objectives

Chapter 7: Algebra: Graphs, Functions, and Linear Systems

7.1 Introduction to the Rectangular Coordinate System (19)

- . Plot points in the rectangular coordinate system
- . Graph equations in the rectangular coordinate system
- 7.2 Graphing Linear Equations (17)
 - . Use intercepts to graph a linear equation
 - . Graph horizontal lines
 - Graph vertical lines
- 7.3 Solving Systems for Linear Equations (32)
 - . Determine whether an ordered pair is a solution of a linear system
 - . Solve linear systems by graphing
 - . Solve linear systems by the substitution method
 - . Solve linear systems by the addition method
- 7.4 Graphing Systems of Linear Inequalities (24)
 - . Graph a linear inequality in two variables

- Graph a system of linear inequalities
- 7.5 Linear Programming (16)
 - . Use graphs to determine the maximum and minimum of an objective function
 - Use linear programming to solve application problems

Chapter 11: Counting Methods and Probability Theory

- 11.1 The Fundamental Counting Principle (27)
 - . Use the Fundamental Counting Principle to find the number of possible outcomes
 - Understand the concepts involving the Fundamental Counting Principle
- 11.2 Permutations (35)
 - . Use the Fundamental Counting Principle to count permutations
 - . Evaluate factorial expressions
 - . Use the permutations formula
 - . Find the number of permutations of duplicate items
 - . Understand concepts involving permutations
- 11.3 Combinations (27)
 - . Distinguish between permutation and combination problems
 - . Use the combinations or permutations formula to evaluate expressions
 - . Solve problems involving combinations
 - . Use combinations, permutations, or the Fundamental Counting Principle to solve problems
 - Understand concepts involving fundamentals of probability
- 11.4 Fundamentals of Probability (46)
 - . Compute theoretical probability
 - . Compute empirical probability
 - Understand concepts involving fundamentals of probability
- 11.5 Probability with the Fundamental Counting Principle, Permutations, and Combinations
 - (23)
 - . Compute probabilities with permutations
 - . Compute probabilities with combinations
 - . Understand concepts involving probability
- 11.6 Events Involving Not and Or; Odds (50)
 - . Find the probability that an event will not occur
 - . Find the probability of one event and a second event occurring
 - . Solve conceptual problems involving probability
 - Understand and use odds
- 11.7 Events Involving And; Conditional Probability (44)
 - . Find the probability of one event and a second event occurring
 - . Compute conditional probabilities
 - . Understand concepts involving conditional probability
- 11.8 Expected Value (12)
 - . Compute the expected value
 - . Use expected value to solve applied problems
 - . Use expected value to determine the average payoff or loss in a game of chance

Chapter 12: Statistics

- 12.1 Collecting Data and Organizing Data (33)
 - . Select an appropriate sampling technique
 - . Understand and interpret data
 - . Organize and present data
 - . Apply estimation techniques to information given by graphs
 - . Identify deceptions in visual displays of data
 - . Understand concepts involving sampling, frequency distributions, and graphs
- 12.2 Measures of Central Tendency (45)
 - . Determine the mead for the data set
 - . Determine the median for the data set
 - . Determine the mode for the data set
 - . Determine the midrange for the data set
 - . Interpret graphs, tables, and stem-and-leaf plots to be able to find the mean, median, mode, and midrange
 - . Understand the concepts involving the measures of central tendency
- 12.3 Measure of Dispersion (32)
 - . Determine the range for a data set
 - . Find the mean, deviation from the mean, and sum of deviations
 - . Determine the standard deviation for a data set
 - . Understand concepts involving mean, range, and standard deviation
- 12.4 The Normal Distribution (44)
 - . Find scores at a specified standard deviation from the mean
 - . Use the 68–95–99.7 Rule
 - . Covert a data item to a z-score
 - . Solve applied problems involving normal distributions
 - Understand concepts involving the normal distributions
- 12.5 Percentiles and z-Scores (19)
 - . Understand percentiles and quartiles
 - . Solve applied problems involving normal distribution

Chapter 14: Graph Theory

- 14.1 Graphs, Paths, and Circuits (43)
 - . Understand relationships in a graph
 - . Model relationships using graphs
 - . Understand and use the vocabulary of graph theory
 - . Understand concepts involving graph theory
- 14.2 Euler Paths and Euler Circuits (38)
 - . Understand the definitions of Euler path and Euler circuit
 - . Use Euler's Theorem
 - . Use Fleury's Algorithm to find the possible Euler paths and Euler circuits
 - . Solve problems using Euler's Theorem and Fleury's Algorithm
 - . Understand concepts involving Euler paths and Euler circuits
- 14.3 Hamilton Paths and Hamilton Circuits (33)
 - . Understand the definitions of Hamilton paths and Hamilton circuits

- . Find the number of Hamilton circuits in a complete graph
- . Understand and use weighted graphs
- . Use the Brute Force Method to solve traveling salesperson problems
- . Use the Nearest Neighbor Method to approximate solutions to traveling salesperson problems
- . Understand concepts involving Hamilton paths and Hamilton circuits

14.4 Trees (31)

- . Understand the definition and properties of a tree
- . Find the spanning tree for a connected graph
- . Find the minimum spanning tree for a weighted graph
- . Solve applications using properties of a tree