

Forum:[Hack Forums](#)

Thread: [C# calculate drop rate of sandwiches](#)

Carlsson94 - December 24, 2018, 3:21 am

I have a school assignment that I would like to get done, however, I have issues trying to reach my teacher during the holidays.

I'm supposed to check if I drop 100 sandwiches how many of them will fall the right way up?

I have a slider where I can change my % value, but I'm not sure how I would do the calculation. I assume I would do this in a for loop I have a slider where I get the Fortune value called: FortuneValue

PHP Code

```
<?php
int rightWay = 0;
int wrongWay = 0;
int tries = Convert.ToInt32(Tries.Text);

for (int i = 0; i < tries; i++)
{
}
```

BahNahNah - December 24, 2018, 3:34 am

Is the slider how much chance it will be the right way up?

Code $\text{rightWay} = \text{ammountdropped} * (\text{percentChanceOfBeingRightWayUp} / 100)$
and the wrong way is the rest. Basic math yo.

Carlsson94 - December 24, 2018, 3:41 am

(Dec 24, 2018 04:34 AM)BahNahNah Wrote: [\[CITE\]](#) Is the slider how much chance it will be the right way up?

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Thats what I did before the holidays, how ever I failed. I was told "Note that probability is not the same as actual outcome".

Meaning if I drop 100 sandwiches and I have only have a 50% chance not everyone will land the right way up

Because I did this Code $\text{int tries} = \text{Convert.ToInt32}(\text{Tries.Text});$

```
//Mackor åt rätt håll
int rightWay = (int) (tries * (FortuneValue.Value / 100));
//Mackor åt fel håll
int wrongWay = FindDifference(rightWay, tries);
```

BahNahNah - December 24, 2018, 4:41 am

(Dec 24, 2018 04:41 AM)Carlsson94 Wrote: [\[CITE\]](#) Thats what I did before the holidays, how ever I failed. I was told "Note that probability is not the same as actual outcome".

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    //Mackor åt fel håll
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```
    int wrongWay = FindDifference(rightWay, tries);
```

For each attempt, check the probability that it is the right way up. For example, 50/50

```
Code for(i = 0; i < numberofflips; i++){
```

```
    if(rnd.Next(0, 2) == 0){
```

```
        rightway++;
```

```
    }else{
```

```
        wrongway++;
```

```
    }
```

```
}
```

Carlsson94 - December 24, 2018, 5:04 am

(Dec 24, 2018 05:41 AM)BahNahNah Wrote: [\[CITE\]](#) For each attempt, check the probability that it is the right way up. For example, 50/50

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        rightway++;
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        wrongway++;
```

```
    }
```

```
}
```

Now I just have too implement my Fortune slider, but I think I'm on the right path, cheers!