Math 141 - Weekly Schedule

Textbook: Finite Mathematics, 11th Edition, by Tan

Note: This is a fall or spring schedule. In summer, this schedule is accelerated by a factor of 3 in order to accommodate a 5-week session.

- Week 1 Sections 1.3, 1.4 0 Topics covered: linear functions and mathematical models Week 2 Sections 1.Q*, 2.1, 2.2** 0 Topics covered: quadratic functions, systems of linear equations *Please note that this section is not located in the textbook. Please see the supplemental handout. **Demonstrate Gauss Jordan elimination for a small system of linear equations. Students are responsible for pivoting about an element, but not the whole Gauss-Jordan process. Students will use rref to solve systems. Week 3 Sections 2.3***, 2.4, 2.5 0 Topics covered: systems of linear equations, matrix arithmetic ***Students will use rref to solve all systems in this section. Week 4 Review, Exam 1 (1.3 ,1.4, 1.Q, 2.1-2.5) 0 Week 5 0 Sections 3.1, 3.2, 3.3 Topics covered: graphing systems of linear inequalities, linear programming problems Week 6 Sections 6.1, 6.2, 6.3 0 Topics covered: sets, counting, multiplication principle Week 7 0 Section 6.3, 6.4, 7.1 Topics covered: multiplication principle, permutations, combinations, experiments, sample spaces, and events Week 8 Review, Exam 2 (3.1-3.3, 6.1-6.4, 7.1) 0 Week 9 Sections 7.2, 7.3, 7.4 0 Topics covered: definition and rules of probability, counting techniques in probability Week 10 0 Sections 7.5, 7.6 Topics covered: conditional probability, independence, Bayes' Theorem, Week 11 Sections 8.1, 8.2, 8.3 0 Topics covered: distributions of random variables, expected value, variance, standard deviation (Chebychev's optional) Week 12 8.4, Review, Exam 3 (7.2-7.6, 8.1-8.4) 0 Topics covered: binomial distribution Week 13 Sections 8.5, 8.6, 5.1 0 Topics covered: normal distribution (excluding normal curve approximation of binomial distribution), finance Week 14 Sections 5.2, 5.3 0 Topics covered: finance Week 15 **Review for Final** 0 Week 16
 - Final Examinations