## **Addition of Probabilities Principle**

#### PROBABILITY OF COMPOUND EVENTS

If A and B are two events, then the probability of A or B is:

$$P(A \text{ or } B) = P(A) + P(B) - P(A \text{ and } B)$$

If A and B are mutually exclusive, then the probability of A or B is:

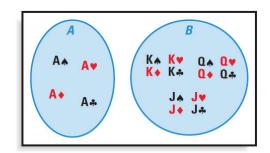
$$P(A \text{ or } B) = P(A) + P(B)$$

### **EXAMPLE 1** Probability of Mutually Exclusive Events

A card is randomly selected from a standard deck of 52 cards. What is the probability that it is an ace *or* a face card?

#### SOLUTION

Let event *A* be selecting an ace, and let event *B* be selecting a face card. Event *A* has 4 outcomes and event *B* has 12 outcomes. Because *A* and *B* are mutually exclusive, the probability is:



$$P(A \text{ or } B) = P(A) + P(B) = \frac{4}{52} + \frac{12}{52} = \frac{16}{52} = \frac{4}{13} \approx 0.308$$

# **EXAMPLE 2** Probability of a Compound Event

A card is randomly selected from a standard deck of 52 cards. What is the probability that the card is a heart *or* a face card?

#### SOLUTION

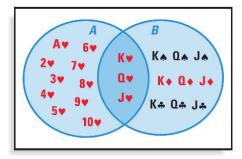
Let event *A* be selecting a heart, and let event *B* be selecting a face card. Event *A* has 13 outcomes and event *B* has 12 outcomes. Of these, three outcomes are common to *A* and *B*. So, the probability of selecting a heart *or* a face card is:

$$P(A \text{ or } B) = \frac{P(A)}{P(B)} + \frac{P(B)}{P(A)} - \frac{P(A \text{ and } B)}{P(A \text{ or } B)}$$

$$= \frac{13}{52} + \frac{12}{52} - \frac{3}{52}$$

$$= \frac{22}{52}$$

$$= \frac{11}{26}$$



Write general formula.

Substitute known probabilities.

Combine terms.

Simplify.

A standard six-sided number cube is rolled. Find the probability of the given in simplest fraction form.

1. *P*(even number or a 1)

- 2. P(6 or a number less than 3)
- 3. P(even number or a number greater than 5) 4. P(odd number or a number divisible by 3)

A card is drawn from a standard deck of 52 playing cards. Find the probability of the given event in simplest fraction form.

5. *P*(red card or a king)

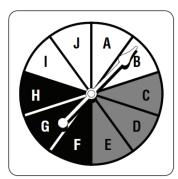
6. *P*(face card or a club)

7. *P*(spade or an ace)

8. *P*(a black card or a 5)

Using the spinner, find the probability of the given event in simplest fraction form.

- 9. *P*(white or gray)
- 10. P(vowel or black)



11. P(G or not gray)

**12**. *P*(vowel or consonant)