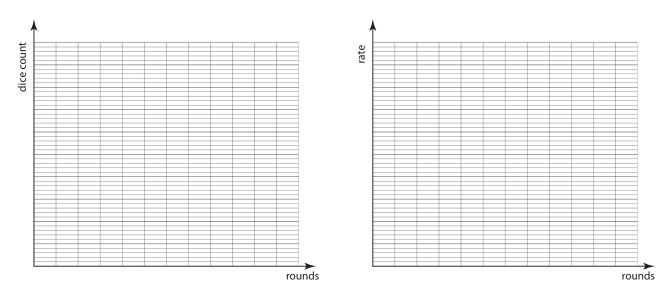
## 6 - Kinetics simulation - graphical analysis

We continue with the dice simulation found at https://www.jon.hk/app/kineqmsim/ This time extending into a kinetics analysis.

## 1. Manual calculation



- (a) Sketch, on the left, the **count** vs **rounds** graph with dieCount = 1000, initialRemain = 1000, dieSide = 100, forward conditions = 20. Allow the simulation to run to round 20.
- (b) From count we can get to the rate.
  - i. How can you calculate the rate for any given round?

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ii.	Calculate the instantaneous rate for rounds 2, 6, 10, and 20.
ii.	Sketch, on the right, a <b>rate</b> vs <b>round</b> graph for the above simulation.
V.	Use your graph to deduce the <b>initial rate</b> .

## 2. Automating the calculations

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Clone spreadsheet File --- make a copy) the spreadsheet from the dicesim link above, and share this link with your group.

- 3 -

Importing data Simulate a dice throw (you can use the same parameters as in Q1). Copy-paste the data into your spreadsheet column A.

**Processing** Create a new worksheet and transfer columns C–E to it for further processing.

exam

- (a) A
- (b) F

nine it for details.
Add and calculate a new <b>rate</b> column. (Use formulae and do not do this by hand!)
For the rate vs rounds graph:
i. Fit a linear curve. What is the equation?
ii. What evidence supports that a linear function $y = mx + c$ is appropriate for this graph?
<ol> <li>Interpret the function. What does the function suggest? (Hint: examine each of the coeffi- cients in turn.)</li> </ol>

	generating that exact run.)	
Fc	or the dice vs rounds graph, deduce an equation and interpret its signific	ance.