Hopefully you've found that player B has done slightly better than player A as shown here. But the outcome from a hundred rounds is still very dependent upon the luck of the draw.

We really need to play thousands of rounds to be confident in the advantage, and that entails speeding up the program further.

The main factor in the speed of the program is still the updating of the display here inside this loop. In other words, once for each round. So we will get rid of that update and instead, put an update after the loop completes.

In other words, we will only update the display when all the rounds have finished. To do that, select this instruction and press Ctrl X for cut and

then move the selector out to the while loop and hit Enter to get a new code selector underneath and then press Ctrl V for Victor to paste an instruction back in.]

That's how we do cut and paste.

Then go back up to the number of rounds and change it from 100 to 10,000, adding two more zeros in And we're ready to run

Incidentally this type of program is known as a Monte Carlo simulation, and that's **not** because it is specifically simulating a game played in casinos.

Monte Carlo simulation is a term used in computer science when a program models a system that simulates random events in order to determine how the system as a whole behaves.

Monte Carlo simulations are used for simulating physics, chemistry, biology, the environment, even economics. The computer makes it possible to simulate thousands or millions of iterations, and so to get statistically significant results.

Having made these changes, run the program.