

Pi estimate

Design a strategy for estimating pi using random numbers ("dart throws") and this diagram ("dartboard"):

Name (s) :

1) Here is a dart-throwing function:

```
def throw():  
    return [ random.uniform(-1,1),  
            random.uniform(-1,1) ]
```

What does
this return?

2) Here is a dart-testing function:

```
def test(x,y):  
    return (x**2 + y**2) < 1.0
```

What does this
return?

3) What strategy could use the functions in (1) and (2) to estimate pi? Describe in words.

4) Write a function to implement your strategy:

