

1. Violins and Brains (50 points)

You must use SAS for this problem!

Using the data in ex0730.csv, do Sleuth problem 30 on page 204. Create an indicator variable for player vs. non-player. Include appropriate EDA for activity, years, and the new player variable. Perform both ANOVA (for player vs. non-player) and regression. Turn in answers to the two questions, your SAS code, and key parts of your SAS output.

2. Kentucky Derby (50 points)

You must use SAS for this problem!

Using the data in ex0920.csv, do Sleuth problem 20 on page 264. Include appropriate EDA for the outcome and the two explanatory variables. Turn in your SAS code and key parts of your SAS output including a residual vs. fit plot.