Missing Information

Match each matrix with its data. Then use your matches to answer the questions below.

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|  | **Data** |  | **Matrices** |
| 1) \_\_\_\_\_ | In 2015, the percentages of people playing video games was 26%, 47%, and 27% of those under 18, 18–45, and over 45, respectively. In 2020, those percentages were 20%, 52%, and 28%. | (A) |  |
| 2) \_\_\_\_\_ |  | (B) |  |
| 3) \_\_\_\_\_ |  | (C) |  |
| 4) \_\_\_\_\_ | At High School Alpha, the percentange of female sophomores, juniors, and seniors that play video games is 60%, 55%, and 45%, respectively. The percentage of males playing video games is 80%, 75%, and *m*%, respectively. | (D) |  |

Use your matches to answer the following questions.

5) What is the value of *k*?

6) What is the value of *h*?

7) What percentage of male seniors play video games?

8) What percentage of people in 2020 say they buy DVDs?