

# Normal distribution

## Probability density function

a := curve2d(normaldens(x, 0, 0.4), x, -4, 3, 100)

b := curve2d(normaldens(x, 0, 1), x, -4, 3, 100)

c := curve2d(normaldens(x, 0, 2), x, -4, 3, 100)

d := curve2d(normaldens(x, -2, 0.5), x, -4, 0, 100)

Name	Title	Color	Origin
a	(0, 0.4)	-----	
b	(0, 1)	-----	
c	(0, 2)	-----	
d	(-2, 0.5)	-----	

Normal - Probability density function

