To test the claim that there is no difference in the lifetimes of two brands of handheld video games, a researcher selects a sample of 11 video games of each brand. The lifetimes (in months) of each brand are shown here. At œ=0.01, can the researcher conclude that there is a difference in the distributions of lifetimes for the two brands?

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Brand A | 42 | 34 | 39 | 42 | 22 | 47 | 51 | 34 | 41 | 39 | 28 |
| Brand B | 29 | 39 | 38 | 43 | 45 | 49 | 53 | 38 | 44 | 43 | 32 |

1. Solve using the t-test
2. Solve using the Wilkoxon Rank Sum test