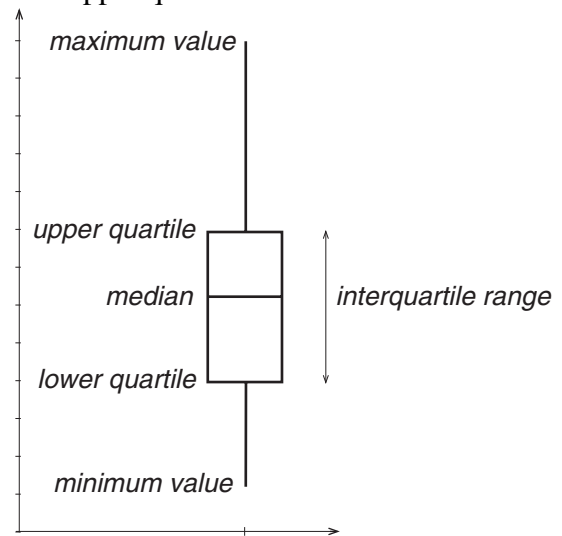


Box and whisker plot

A plot and whisker plot displays some of the measures of the data such as the lowest data value, highest data value, median, lower quartile and upper quartile.

To draw a box and whisker plot

- draw a vertical line going from the highest mark to the lowest mark to represent the range
- draw short horizontal lines to mark the position of the median, lower quartile and upper quartile
- join the ends of the horizontal lines to form a box, the vertical sides of which represent the interquartile range.



The whiskers are the lines drawn above and below the box.

25% of the data lies on the whisker between the upper quartile and the maximum value.

25% of the data lies on the whisker between the lower quartile and the minimum value.

The length of the box represents the interquartile range.

50% of the data lies within the interquartile range.

Example The results of a game played by 18 people were

2 23 3 3 4 5 6 6 7 7 7 7 8 9 9 10 12

Before a box and whisker plot is drawn the median and quartiles are found.

