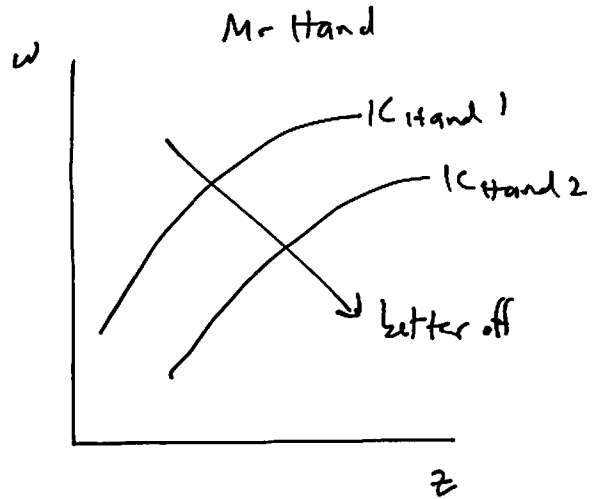
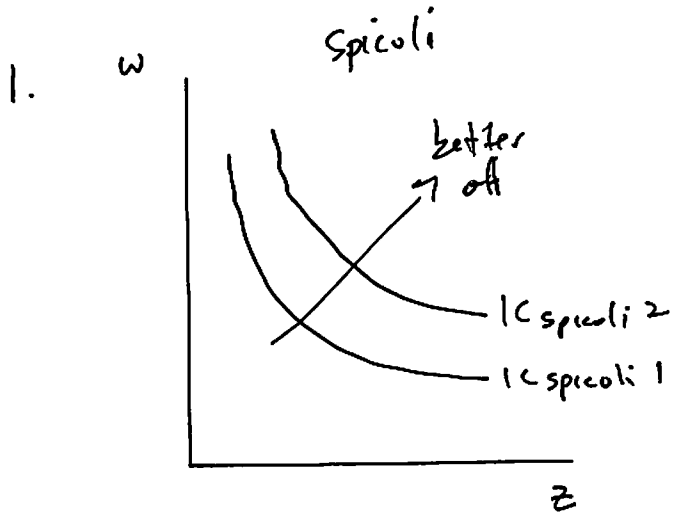
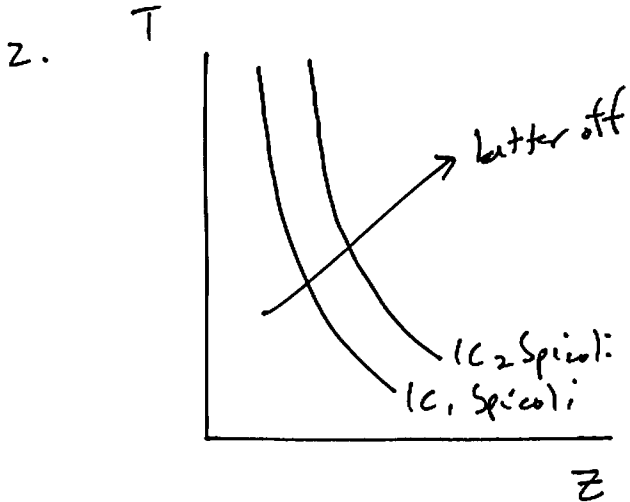


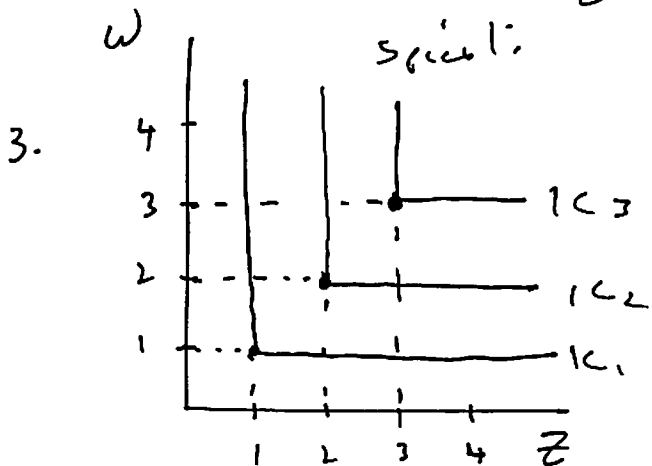
# PS-2 Solutions



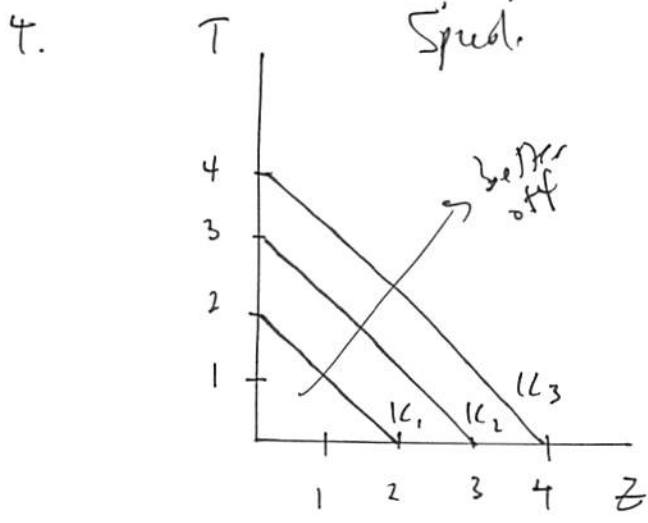
$w = \text{weed/pot}$   
 $z = \text{pizza}$



$T = \text{tacos}$   
 $z = \text{pizza}$



$w = \text{weed}$   $z = \text{pizza}$



\* #5 note: Having the person dislike both goods is unusual. But start at a pt. All move at one good makes them worse off. You can get them back on the IC by taking away some of the other bad item. And as you give them addl. units of the one, you have to take away more of the other bad.

5. This one might be better worded as "enforcement of 'being on time' had 'no eating' rules"

