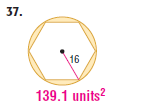
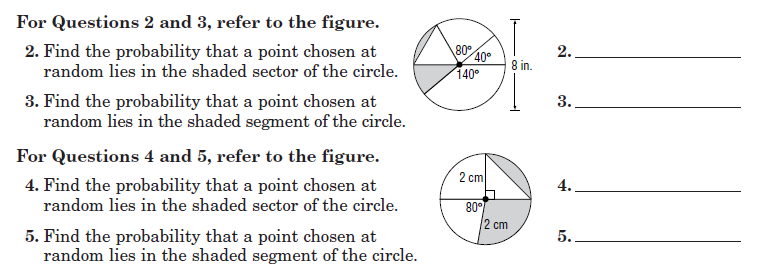
**Accelerated Geometry Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**11.3 & 11.5 Review**





**Find the probability that a randomly chosen point lies in the shaded region. Express each probability as a decimal to the nearest hundredth.** 