<u> GDP</u>

GDP = total value of all final goods and services produced by an economy in a given year

$$\Box \quad GDP = C + I + G + (X-M) \text{ or } C + I + G + Xn$$

- Not counted in GDP are illegal activities, government transfer payments (social security, welfare, veterans benefits, etc.) sale of used goods, financial payments (bonds, stocks)
- GDP is also referred to as Output, or Y
- □ GDP per Capita = GDP/population
- □ Real GDP (adjusted for inflation)
- Nominal GDP = current dollars
- □ Nominal Inflation = Real
- □ GDP Price index (deflator) = <u>nominal GDP</u> x 100 Real GDP
- □ Real GDP = <u>nominal GDP</u> X 100 price index (deflator) in hundredths

Consumer Price Index

- CPI = Recent market basket in a specific yearMarket basket in a base yearx 100
- Image: Rate of Inflation = Current CPI Previous CPIx 100Previous CPIx 100

<u> Marginal Propensity to Consume and Save</u>

 $\square MPC = \Delta C / \Delta DI MPS = \Delta S / \Delta DI \text{ or } 1 \text{-mpc}$

- MPC + MPS = 1
 APC = C/DI
- APS = S/DI

Simple spending multiplier

□ 1/1-mpc or 1/mps

Investment multiplier

- □ <u>Government spending multiplier</u> 1/1-mpc or 1/mps
- □ <u>Tax multiplier</u> = -MPC/MPS or make it 1 less than the multiplier and negative
- SPENDING MULTIPLIER

MPC	MULTIPLIER	
.5	=	2X
.6	=	2.5 X
.75	=	4X
0	_	ГV

- .8 = 5X
- .9 = 10X
- $\Box \quad \Delta GDP = change in spending (C, I, or G) \times the Multiplier$
- $\Box \quad \Delta GDP = change in taxes (C, I, or G) \times the Tax Multiplier (always negative)$
- An increase in taxes change is a positive number x negative multiplier = decrease in GDP

- □ Shift in AE will be down.
- A decrease in taxes = change is a negative number x negative multiplier = increase in GDP
- □ Shift in AE will be up.

***Spending from a tax break is less then spending because we spend less of our tax break.



- **I** To be considered unemployed a person must be actively looking for work in the past 4 weeks.
- Natural Unemployment Rate –varies over time and is the amount of unemployment due to structural and frictional unemployment
- □ Full Employment is when economy is operating at its natural rate of unemployment, but never 100 percent.

<u> Types of Unemployment</u>

Cyclical – due to a recession, downturn in the economy Structural – skills of worker does not match needs of the economy Frictional – voluntary between jobs, looking for first job Seasonal – seasonal employment

Money Multiplier

- \Box 1/rr x Δ Fresh deposits of money = Δ Money supply
- □ 10% rr = 10x
- \Box 5% rr = 20x
- □ 20% rr = 5x
- □ 15% rr = 6.67 x

😳 <u>What is money</u>

- □ M1 = currency, checkable deposits, travelers checks
- \square M2 = all of M1 and CDs lower than 250,000
- \square M3 = all of M2 and CDs above 250,000

<u> Velocity of Money</u>

- Velocity is number of times money is used in the economy
- MV = P * Q
- M = money supply
- V = velocity of money
- P = Overall price level
- Q = Quantity or Real GDP
- PL * Real GDP = Nominal GDP

<u>Coanable funds graph</u>

- Savers supply loans decreased taxes on savings increases the supply of loans. (people take money out from under the mattress and puts it in the bank). Supply shifts to the right and interest rates come down.
- Investment (Business investment) demands loans tax breaks on investments make investors demand more loans – increasing the demand for loanable funds and increasing the interest rate.
- Crowding Out Government borrowing to finance its budget deficit, reduces the supply of loanable funds.