To add the rejection regions to the plot based on the data from `data.txt`, we need to define the rejection regions (left and right tails) and shade them accordingly. Since the data in `data.txt` is discrete, we can use the `filledcurves` feature to shade the areas outside a given threshold (e.g., `x < -1.5` and `x > 1.5`).

Here's the modified `my.gnu` script with the rejection regions added:

```
reset
set terminal pngcairo enhanced
set output 'out1.png'
# Set labels
set xlabel "x"
set ylabel "Probability Density"
set key top left
# Define the threshold for rejection regions
threshold = 1.5
# Plot data from data.txt
plot 'data.txt' using 1:2 title "Data" with lines linewidth
2 lc rgb "purple", ∖
     'data.txt' using 1:($1 < -threshold ? $2 : 1/0) title
"Left Rejection Area" with filledcurves y1=0 lc rgb "gray",
     'data.txt' using 1:($1 > threshold ? $2 : 1/0) title
"Right Rejection Area" with filledcurves y1=0 lc rgb "gray"
### Explanation of Changes:
```

1. Threshold Definition:

- We define `threshold = 1.5` to specify the cutoff for the rejection regions.

2. Rejection Regions:

- For the **left rejection region** (`x < -threshold`), we use:

'data.txt' using 1:(1 < -threshold ? 2 : 1/0)

This selects points where x < -1.5 and plots their corresponding y values. If the condition is not met, 1/0 (which is invalid) is used to skip the point.

- For the **right rejection region** (`x > threshold`), we use:

```
'data.txt' using 1:(\$1 > threshold ? \$2 : 1/0)
```

This selects points where x > 1.5 and plots their corresponding y values.

3. Shading with `filledcurves`:

- The `filledcurves y1=0` option fills the area between the curve and the `y=0` line, creating the shaded rejection regions.

- The `lc rgb "gray"` sets the fill color to gray.

4. Titles:

- The `title "Left Rejection Area"` and `title "Right Rejection Area"` provide labels for the shaded regions in the legend.

Output:

This script will generate a plot where:

- The data from `data.txt` is plotted as a purple line.

- The left and right rejection regions (outside x = -1.5 and x = 1.5) are shaded in gray.

Let me know if you need further adjustments!