ASSIGNMENT 1 BONUS

You are given an opportunity to earn 50 bonus points if you extend your assignment 1 as follows:

Instead of using the ID3 algorithm to choose which attribute to select for splitting the data at each node, write a method that _randomly picks attributes_ for each node. Every other requirements remains the same. Just to reiterate, you cannot use the same attribute twice in a path. There is no need to prune the tree.

Construct a new tree using random selection of attributes and compare the performance (in terms of accuracy) of the tree constructed using this approach to the one constructed earlier using ID3. You need to compare the trees without pruning.

Report your output as follows:

Tree parameters:

	Average Depth	Number of nodes
Tree constructed using ID3		
Tree constructed using random attribute selection		

Average depth will be computed as: $\dfrac{Sum\ of\ depth\ of\ the\ leaf\ nodes}{Total\ number\ of\ leaf\ nodes}$

Accuracy:
Run your random selection algorithm 5 times and report each run's accuracy.

Run #	Accuracy of tree constructed using random attribute selection
0	
1	
2	
3	
4	
5	

Also, report the accuracy of the tree constructed using ID3.

- You are free to make any reasonable assumptions, provided you write them in the README file

**NOTE: To get the bonus points, you have to do everything specified above. Also, it is important that you have two different methods in your code – one for ID3 and the other for random attribute selection **