

Model

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Manager
+ TRAINING PERCENTAGE : double = 0.8
- decisionTree : DecisionTree
<< Property>> + DecisionTree : DecisionTree
+ Manager(string)
+ GenerateDecisionTree() : void
+ DecisionTreeSuccessPercentage(): double
+ GenerateEmptyTable() : DataTable
+ GenerateDataTable() : DataTable
+ GenerateFilteredDataTable(string, string): DataTable
+ GenerateTypeChart() : DataTable
+ GenerateOdorChart() : DataTable
+ GenerateRingNumberChart() : DataTable
+ GenerateBruisesChart() : DataTable
+ GenerateCapColorChart() : DataTable
+ Load(string) : void
                                    - dataSet
                            lviushroom
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```
+ CAP SHAPE : char[] = {'b', 'c', 'x', 'f', 'k', 's'}
 +CAP SURFACE: char[] = {'f', 'g', 'y', 's'}
+CAP COLOR: char[] = {'n', 'b', 'c', 'g', 'r', 'p', 'u', 'e', 'w', 'y' }
+BRUISES[]: char[] = {'t', 'f'}

+ODOR[]: char[] = {'a', 'l', 'c', 'y', 'f', 'm', 'n', 'p', 's'}

+GILL ATTACHMENT: char[] = {'a', 'd', 'f', 'n'}
+GILL SPACING: char[] = {'c', 'w', 'd'}
+GILL SIZE: char[] = {'b', 'n'}
+GILL COLOR: char[] = {'k', 'n', 'b', 'h', 'g', 'r', 'o', 'p', 'u', 'e', 'w', 'v'}
+STALK SHAPE: char[] = {'e', 't'}
+STALK ROOT: char[] = {'b', 'c', 'u', 'e', 'z', 'r', '?'}
 <u>+STALK_SURFACE_ABOVE_RING: char[] = {'f', 'y', 'k', 's'}</u>
+STALK SURFACE BELOW RING: char[] = {'f', 'y', 'k', 's'}
 +STALK COLOR ABOVE RING: char[] = {'n', 'b', 'c', 'g', 'o', 'p', 'e', 'w', 'y'}
 +STALK COLOR BELOW RING: char[] = {'n', 'b', 'c', 'g', 'o', 'p', 'e', 'w', 'y'}
+VEIL TYPE: char[] = {'p', 'u'}
+VEIL COLOR: char[] = {'n', 'o', 'w', 'y'}
 +RING NUMBER: char[] = {'n', 'o', 't'}
+RING TYPE: char[] = {'c', 'e', 'f', 'l', 'n', 'p', 's', 'z'}
 +SPORE PRINT_COLOR = {'k', 'n', 'b', 'h', 'r', 'o', 'u', 'w', 'y'}
 +POPULATION: char[] = {'a', 'c', 'n', 's', 'v', 'y'}
+HABITAT: char[] = {'g', 'l', 'm', 'p', 'u', 'w', 'd'}
-type: MushroomType
-capShape:char
-capSurface:char
-capColor:char
-bruises:char
-odor:char
-gillAttachment:char
-gillSpacing:char
-gillSize: char
-gillColor: char
-stalkShape: char
-stalkRoot: char
-stalkSurfaceAboveRing: char
-stalkSurfaceBelowRing: char
-stalkColorAboveRing: char
-stalkColorBelowRing: char
-veilType: char
 -veilColor: char
 -ringNumber: char
-ringType: char
-sporePrintColor: char
-population: char
-habitat: char
<<Pre><<Pre>roperty>> +Type: MushroomType
<<Pre><<Pre>roperty>> +CapShape: char
<<Pre><<Pre>roperty>> +CapSurface: char
<< Property>> +CapColor: char
<<Pre><<Pre>roperty>> +Bruises: char
<< Property>> +Odor: char
<<Pre><<Pre>roperty>> +GillAttachment:char
<<Pre><<Pre>roperty>> +GillSpacing:char
<<Pre><<Pre>roperty>> +GillSize:char
<< Property>> +GillColor: char
<< Property>> +StalkShape: char
<< Property>> +StalkRoot: char
<< Property>> +StalkSurfaceAboveRing: char
<< Property>> +StalkSurfaceBelowRing: char
<<Pre><<Pre>roperty>> +StalkColorAboveRing: char
<< Property>> +StalkColorBelowRing: char
<< Property>> + VeilType: char
<< Property>> + VeilColor: char
<< Property>> +RingNumber: char
<<Pre><<Pre>roperty>> +RingType: char
<< Property>> +SporePrintColor: char
<< Property>> +Population: char
<< Property>> +Habitat: char
```