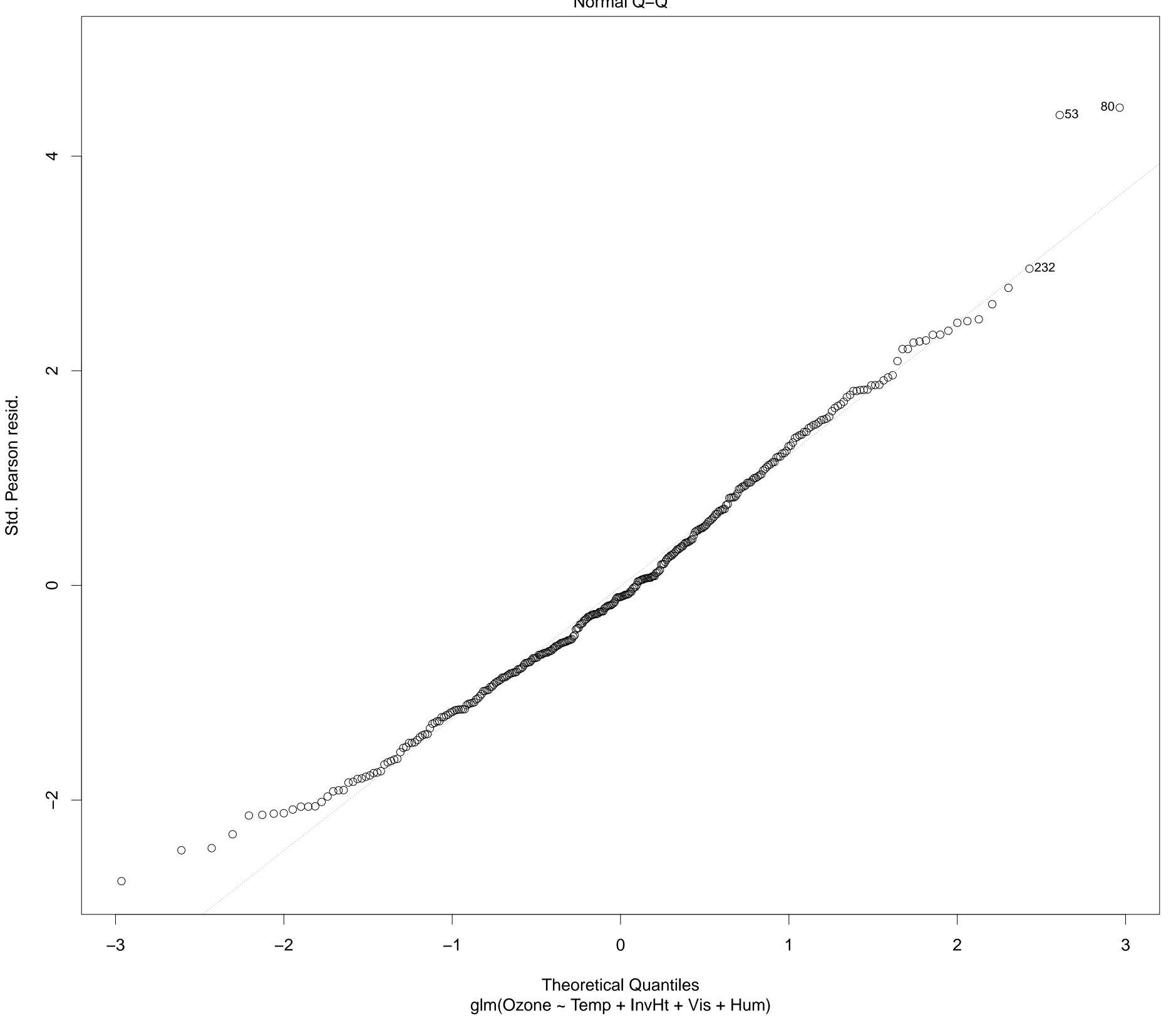
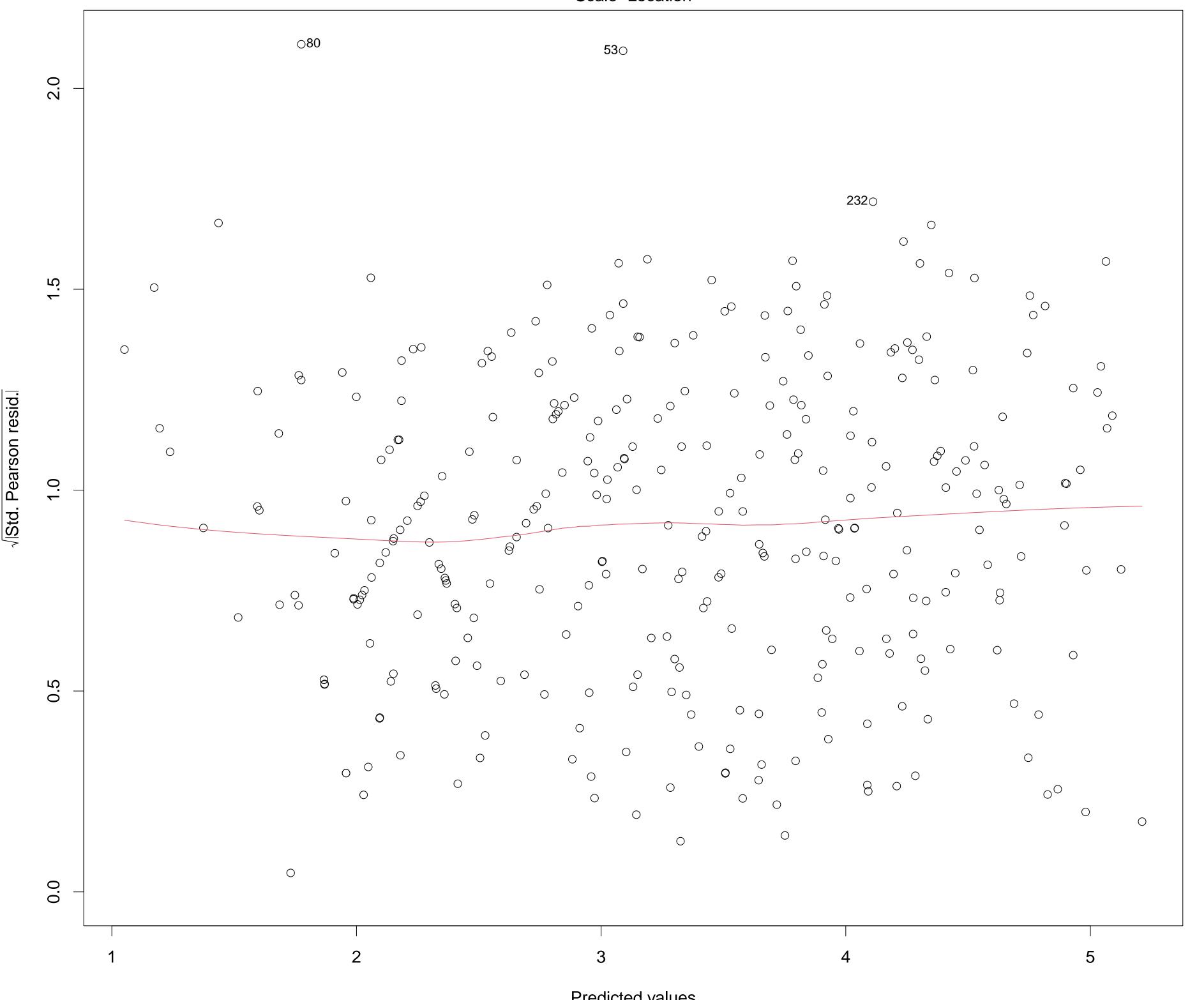


glm(Ozone ~ Temp + InvHt + Vis + Hum)







Predicted values glm(Ozone ~ Temp + InvHt + Vis + Hum)

