Project 2

Abstract

a program that plays this questions game with the user and learns from its mistakes, building a database of questions and guesses along the way. The program is *persistent* in that it remembers its database between subsequent runs of the program. This way, you can *train* your program to recognize more and more objects over time by holding data and going back to it to tell your object by yess and no question.

Introduction

It will understand user answer and gain AI and will be better and better as game goes on. However, unlike a human that chooses their questions with care, these applications “learn” from all the games it has played in order to ask questions. At the end of each game, if the application makes an incorrect guess, it asks the user for a discriminating question that distinguishes between the application’s guess and the user’s intended object. The application then stores this and uses this question in future iterations of the game. I plan on making this game just keep running until the user plans on stopping the game. Even if the game wins it will prompt the user to say yes or no to keep going. It will use decision trees and nodes to make this work and there will be text file to hold data as game goes on.

User manual

Do as the questions prompt you. It will ask you question and ask you for clarifying questions as it goes on when it gets the answer wrong and with the help of this it'll keep getting smarter and smarter.

About my project

i have a view pages of it done i still need to add more nodes either 1 or 2 but the i have the tree done and the guess node done have main methods done

where are your UML diagrams?