**Conclusion**

**Is this mushroom edible or poisonous?**

To predict an answer to this question, we analyzed the data and made an application.

**Machine Learning and Analysis Recap:**

<< MAYBE DELETE THIS – IT IS REPEATIVE >>

We utilized supervised learning models to analyze and predict whether a mushroom is edible or poisonous. We used the random forest and logistic regression models for the analysis because our data was strictly categorical. Also, our question was a yes or no decision and both models can predict this type of decision.

The random forest model analysis on the full 22 attributes resulted in a 1.0 accuracy score. Whereas the optimized model analysis on 10 attributes resulted in a .99 accuracy score.

The logistic regression model analysis on the full 22 attributes resulted in a 1.0 accuracy score. Also, the optimized model analysis on 9 attributes resulted in a 1.0 accuracy score.

Given the high accuracy score, our predictions are likely to answer the question, will I die if I eat that mushroom, correctly.

We have faith that our app will successfully let you know if you can eat that mushroom.

**Other possible uses of our app could be:**

* Boy Scouts on a camping trip. They could enter the attributes and find out if the mushroom is edible.
* Home owners could identify the random mushrooms that grow in their yard to see if they are poisonous to their pets.