

## Assignment

| x     | y     | Prediction |
|-------|-------|------------|
| 0.500 | 0.500 | +1         |
| 0.100 | 0.100 | -1         |
| 0.900 | 0.900 | +1         |
| 0.600 | 0.300 | -1         |
| 0.600 | 0.400 | +1         |

`Data new_Data(const char *fname);`

Constructor function

`Model new_Model(const Data data);`

Constructor function

`void fit_model(Model model, Data data);`

Manipulation procedure

`void run_scoring_engine(const Model model);`

Access function