11.2) *Build a random forest to classify a mushroom as edible or poisonous based on its attributes.*

a) *Produce a class-confusion matrix for this problem.*

Output:

```
Accuracy score of the SVM: 1.0
Confusion matrix:
 [[1066    0]
 [0     965]]
```

Confusion Matrix:		Predicted	
		Edible	Poisonous
Actual	Edible	1066	0
	Poisonous	0	965

a*) Continued. If you eat a mushroom based on your classifier's prediction it is edible, what is the probability of being poisoned?*

It would be 0%, since the prediction is 100% accurate according to our model.