

My code runs through all of the mushrooms and tally's the amount of edible/poisonous mushrooms that had each characteristic. Then my code finds the positive(edible) or negative(poisonous) rate at which each characteristic appears. Then my code goes back through each mushroom only looking at the characteristics then determines if it is edible or poisonous based on the numbers calculated earlier in my code. I know my code isn't very efficient, but I clearly put a lot of effort into my code and hope that that would be taken into consideration. If a random mushroom wanted to be tested it could use the information my code gathered from the other samples, but I have not yet coded it to do so since there would be no input for me to check. I did not use any other resources and I coded in C++.