	D			
	Part 2			
	land L.			
	Level 1:			
	- choose X1:	-choose 1/2:	Choose X3:	
	$H(\frac{3}{5}, \frac{2}{5}) = 0.97$	(1, '2 0)	11 2 12-192	
	H(2, 2)=1	$[+(\langle \frac{2}{2}, \frac{0}{2} \rangle) = 0$	1+(<\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
	H(<+,9>)=0	H(<\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	H((\frac{1}{5},\frac{1}{5}))=1	
	Gain = 0.97 - 5 × 1 = 0.17	Gair 017- 3x092=0.42	Gain= 097 - 2×0,92 - 2×1=0.02	
	We doose X2 as our rust node.			
	on yes side of X2 (X2=1)			
	$H((\frac{1}{3},\frac{2}{3})) = 0.92$			
	- choose X: - choose X:			
	$H((\frac{2}{2},\frac{2}{2}7)=0$ $H((\frac{1}{2},\frac{2}{1}7)=0$ We have X			
	(+((+,+))=0 $(+((+,+))=1$			
	$G_{ain} = a92 - 0 = a92 - \frac{2}{3} \times 1 = 0.25$			
		further	-	
	On no side of X2 (X=0) further			
	H((==,=>)=0, no need to build decision tree			
•				
	The final decision tree looks like this			
	1/2			
	X1 10			
	1 [0]			
1				