

## MLE - UE2 - Decision Tree

ToPlayOrNotToPlay:

```
file:///C:/Users/Alex/Documents/Visual Studio  
[Outlook]  
sunny ->[Humidity]  
        high ->[no]  
        normal ->[yes]  
overcast ->[yes]  
rainy ->[Windy]  
        false ->[yes]  
        true ->[no]  
  
Press any key to exit.
```

PartyOrNot:

```
file:///C:/Users/Alex/Documents/Visual Studio  
[party]  
yes ->[party]  
no ->[deadline]  
        urgent ->[study]  
        none ->[pub]  
        near ->[lazy]  
                no ->[study]  
                yes ->[tv]  
  
Press any key to exit.
```