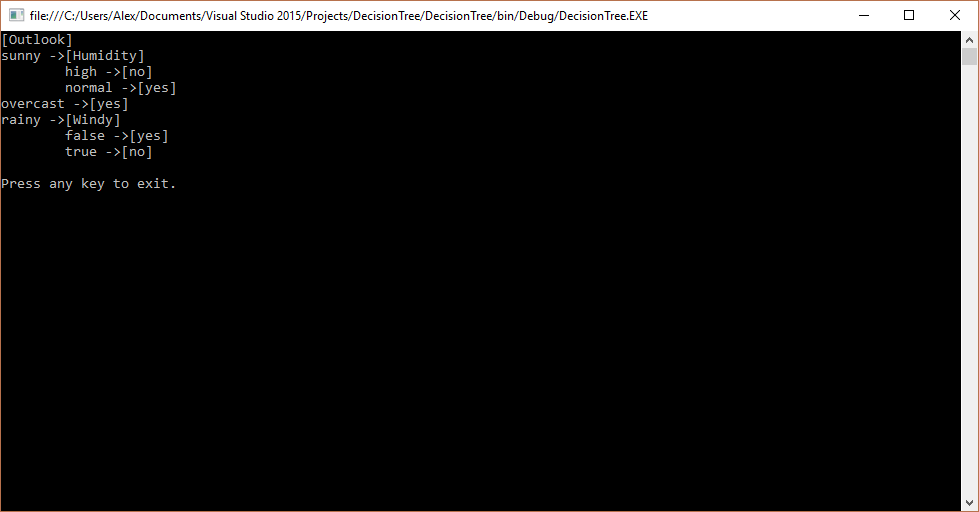
# MLE - UE2 - Decision Tree

## ToPlayOrNotToPlay:



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PartyOrNot:

