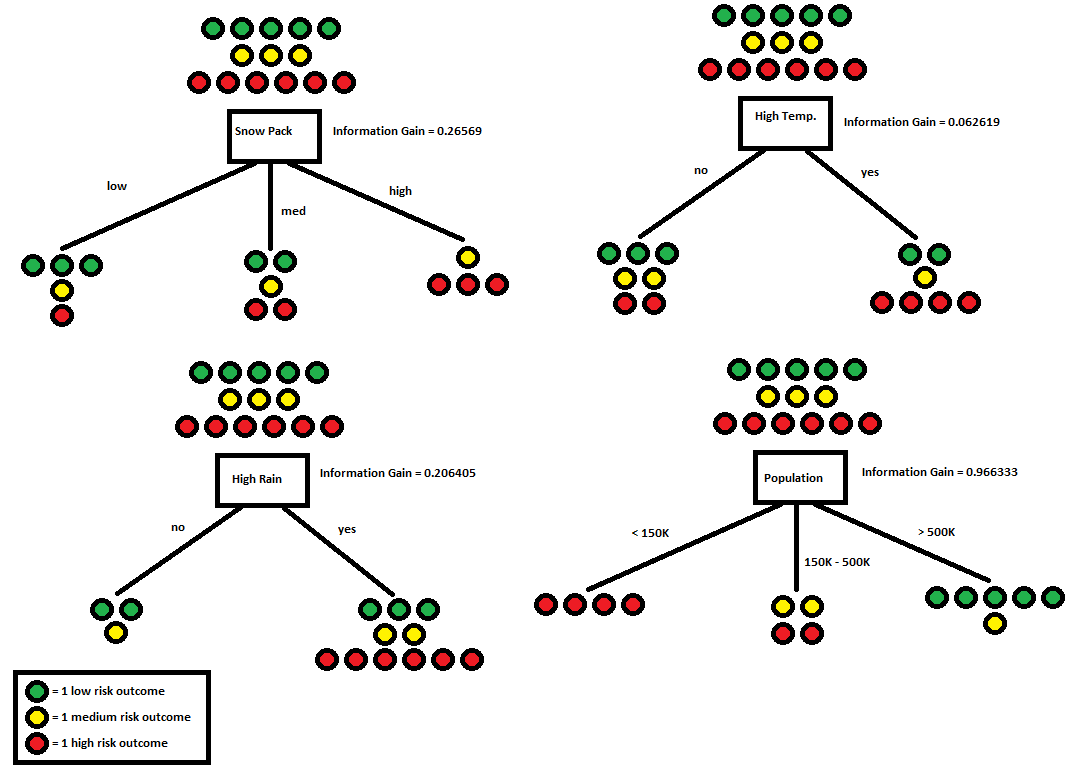
**Part 2:**

**Initial Calculations (L = number of Low Risk of flooding outcomes, M = number of Medium Risk of flooding outcomes, H = number of High Risk of flooding outcomes):**

Total Outcomes: 5 Low risks of flooding, 3 Medium risks of flooding, 6 High risks of flooding



**Population:**

**Snow Pack:**

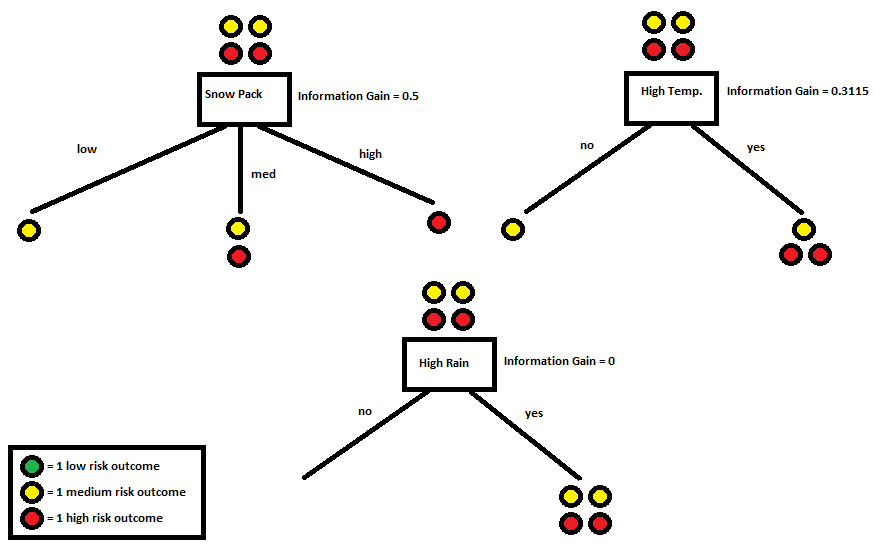
**High Temp:**

**High Rain:**

Therefore the first node of the Decision Tree is Population since it has the most Information Gain.

Since Populations with <150K residents are always at high risk of flooding, this will be the first leaf on the tree (High Risk).

For populations in the range of 150K-500K, the outcomes are 2 Medium risks of flooding and 2 High risks of flooding.



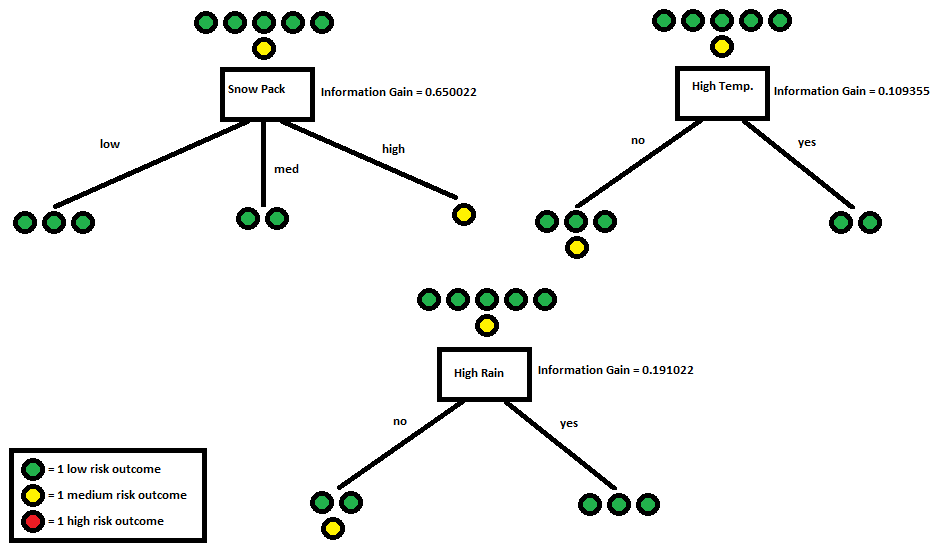
The Information Gain for attributes based on the 150K-500K branch are:

* Snow Pack: IG(Snow) = I(Snow) – Remainder(Snow) = 1 – 0.5 = 0.5
* High Temp: IG(Temp) = I(Temp) – Remainder(Temp) = 1 – 0.6885 = 0.3115
* High Rain: IG(Rain) = I(Rain) – Remainder(Rain) = 1 – 1 = 0

Therefore, the child node of the 150K-500K branch is Snow Pack since it has the most information gain.

Since the Low branch of Snow Pack only has one outcome, it will become a leaf node (Medium Risk). Since the High branch of Snow Pack only has one outcome, it will become a leaf node (High Risk).

For populations > 500K, the outcomes are 5 Low risks of flooding and 1 Medium risk of flooding.



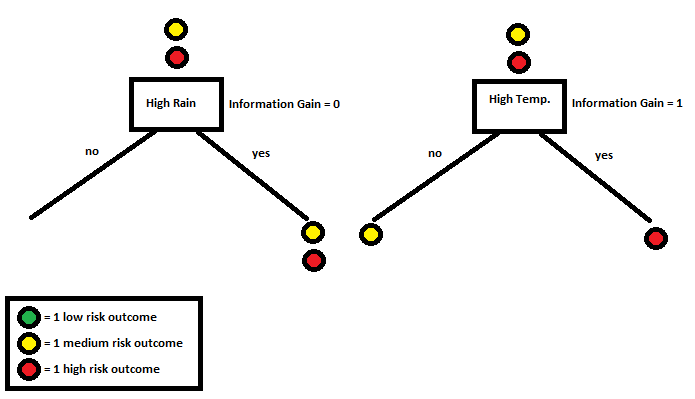
The Information Gain for attributes based on the > 500K branch are:

* Snow Pack: IG(Snow) = I(Snow) – Remainder(Snow) = 0.650022 – 0 = 0.650022
* High Temp: IG(Temp) = I(Temp) – Remainder(Temp) = 0.650022 – 0.540667 = 0.109355
* High Rain: IG(Rain) = I(Rain) – Remainder(Rain) = 0.650022 – 0.459 = 0.191022

Therefore, the child node of the > 500K branch is Snow Pack since it has the most information gain.

Since the Low branch of Snow Pack only has one outcome, it will become a leaf node (Low Risk). Since the Medium branch of Snow Pack only has one outcome, it will become a leaf node (Low Risk). Since the High branch of Snow Pack only has one outcome, it will become a leaf node (Medium Risk).

For populations in the range of 150K-500K with a medium snow pack, the outcomes are 1 Medium risk of flooding and 1 High risk of flooding.



The Information Gain for attributes based on this branch path are:

* High Temp: IG(Temp) = I(Temp) – Remainder(Temp) = 1 – 0 = 1
* High Rain: IG(Rain) = I(Rain) – Remainder(Rain) = 1 – 1 = 0

Therefore, the child node for this branch path is High Temp since it has the most information gain.

Since the No branch of High Temp only has one outcome, it will become a leaf node (Medium Risk). Since the High branch of High Temp only has one outcome, it will become a leaf node (High Risk).

Since all branches now lead to leaves, the complete decision tree is:

