```
texture < 0.5
             gini = 0.5
            samples = 4
           value = [2, 2]
           class = Apple
                        False
       True
                        gini = 0.0
   gini = 0.0
 samples = 2
                      samples = 2
 value = [0, 2]
                      value = [2, 0]
class = Orange
                      class = Apple
```