## 3.b

Confusion matrix:

|  |  |  |
| --- | --- | --- |
| Actual class/ predicted class | Play(predicted) | Not Play(predicted) |
| Play(actual) | 2 | 0 |
| Not Play(actual) | 1 | 1 |

Accuracy rate = (2+1)/4 = 0.75

Precision = 2/ (2+1) = 0.67

Recall = 2/ (2+0) = 1