

Euredit binary tree function: tree_load

1 Purpose

tree_load loads into memory a decision tree saved by **tree_save**.

2 Specification

```
#include <euredit_sys.h>
```

```
void tree_load (int *root, const char fname[], int *info)
```

3 Parameters

root

Output: **root** points to the integer value of the root node of the decision tree.

fname

Input: the name of the file containing the decision tree.

info

Output: the value pointed to by **info** gives information on the success of the function call:

0: the function successfully completed its task.

70: the function was unable to open the file named **fname** for reading.

99: the function failed to allocate enough memory.

100: an internal error occurred during the execution of the function.
