

## 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.

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