

Euredit binary tree function: tree_save

1 Purpose

tree_save saves a decision tree computed by **anova_tree**, **gini_tree**, or **waid_tree** to a binary file.

2 Specification

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

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

3 Parameters

root

Input: the integer value of the root node of a decision tree as returned by **anova_tree**, **gini_tree**, or **waid_tree**.

fname

Input: the file name into which the decision tree will be written.

info

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

0: the function successfully completed its task.

71: the function was unable to open the file named **fname** for writing.

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