```
Q.3. library (dblyr)
       mydata <- read. csv ('cricket. csv')
        mydata
         names (mydata)
          dim (mydata)
          Str (my data)
          Summary (mydata)
          my subdata <- select (mydata, Player, Mat, Rims, Are, SR, X4s, X6s)
           mysubdata
           my ascdata & arrange (my subdata, desc (Ane))
            myaxdata
            my Matdata <- subset (myaxdata, Mat > 60)
            my Matdata
             to plo <- head (my Matdata, 10)
             toplo
             barplot (top 10$ Ave, xlab = 'Player', ylab = 'Ave', main = Balting
              Average', names, arg = top los Player, (al = 'blue')
              barplot (top $SR, horiz = TRUE, nlab = 'SR', ylab = 'Player',
               main = 'Strike Rate', names, ang = top lot Player, (od = 'green')
               myseldata <- Select (top 10, Player, Are, SR)
                my matrix <- data. matrix (myseldata)
               my matrixtany <- + (my matrix)
                berplot (my matrix tonne, xlab = 'Player', ylab = 'SR and AVG',
                  Col= ( ('red', 'blue'), names ang = my seldata $ Player, pch=30)
                 legend ('topright', c ('Ave', 'SR'), fill = ( ('blue', 'red'))
                  Plot (top 10$ Mat, top 10 $ Rung, what = "matches", yeld = "sing",
```

(od = 'green')

Pie (top 10 & Runs, top 10 & Player, radius = 1, col = c ('red', 9 reen', 'black', 'yellow', 'Pink', 'blue', 'brown', 'white', 'orange',

'Violet'))

Q.y. Descriptine Statistics of above data

Mean, median of Average and Strikerate of Players

Average

Mean- 30.02

Median - 29.27

Strike Rate

Mean - 131.5

Median- 132.6

Situate

Infrential statistics of above data

A from the Analysis of the data we can conclude that with the Increase in matches Average of the player decrease, so we can't pick best player with just booking at his Average. So we put a condition that the player must play 60 matches at least.

Also from the data it is clear that as no. af mother ancreases some player with better an rage is not necessary have good Stike Rate.

So we have to dook Stikehole and Average seprotely.













