

02-Analisis de pokemon

Pokemon

Limpieza de datos en Python

```
import pandas as pd
pokemon = pd.read_csv("../../data/Pokemon.csv")
print(pokemon.head())
```

```
##           Name Type 1  Type 2  ...  Speed  Generation  Legendary
## 0      Bulbasaur  Grass  Poison  ...    45           1        False
## 1        Ivysaur  Grass  Poison  ...    60           1        False
## 2      Venusaur  Grass  Poison  ...    80           1        False
## 3  VenusaurMega Venusaur  Grass  Poison  ...    80           1        False
## 4      Charmander   Fire    NaN  ...    65           1        False
##
## [5 rows x 12 columns]
```

```
print(pokemon.shape)
```

```
# Obtener los Pokemon de primera generacion
```

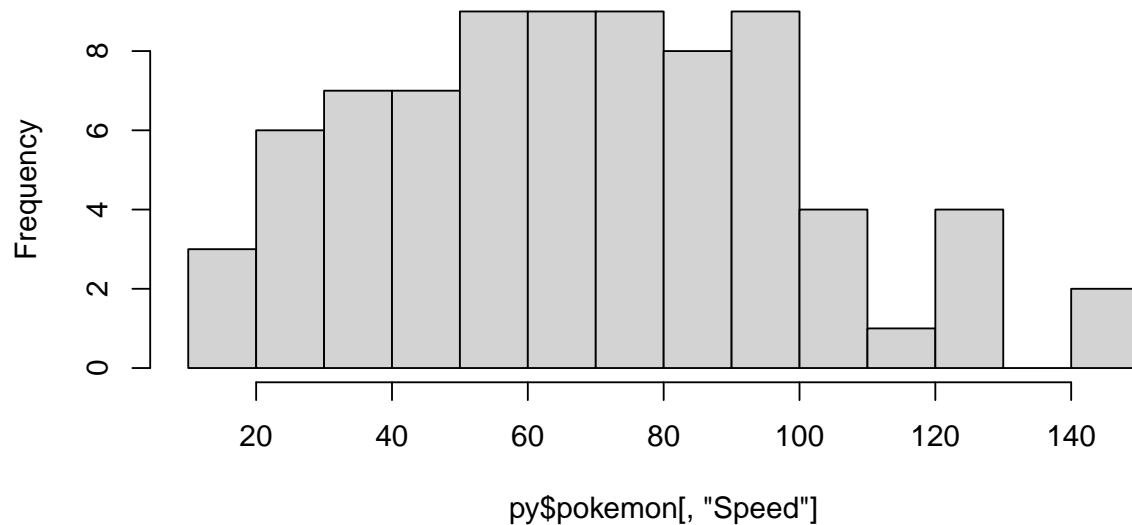
```
## (800, 12)
```

```
pokemon = pokemon[pokemon["Generation"]==1]
pokemon = pokemon[["Type 1", "Type 2", "Speed"]]
pokemon = pokemon.dropna()
```

Pokemon con R

```
# Histograma de todas las filas y la columna speed
hist(py$pokemon[, "Speed"], breaks = 10, main = "Velocidad de los Pokemon")
```

Velocidad de los Pokemon



```
pokemon2 <- read.csv("../../data/Pokemon.csv", header = TRUE)
library(tidyverse)
```

```
## -- Attaching packages ----- tidyverse 1.3.1 --
```

```
## v ggplot2 3.3.5    v purrr  0.3.4
## v tibble  3.1.6    v dplyr  1.0.7
## v tidyr   1.1.4    v stringr 1.4.0
## v readr   2.1.1    v forcats 0.5.1
```

```
## -- Conflicts ----- tidyverse_conflicts() --
```

```
## x dplyr::filter() masks stats::filter()
## x dplyr::lag()    masks stats::lag()
```

```
pokemon2 <- pokemon2 %>%
  filter(Generation == 1) %>%
  select(Type.1, Type.2, Speed) %>%
  na.omit()
```

```
summary(pokemon2)
```

```
##      Type.1      Type.2      Speed
## Length:166    Length:166    Min.   : 15.00
## Class :character Class :character 1st Qu.: 50.00
## Mode  :character Mode  :character Median  : 70.00
##                                     Mean   : 72.58
##                                     3rd Qu.: 92.25
##                                     Max.   :150.00
```

Transmision de datos de R a Python

```
print(r.pokemon2.head())
```

```
##   Type.1 Type.2 Speed
## 0  Grass Poison   45
## 1  Grass Poison   60
## 2  Grass Poison   80
## 3  Grass Poison   80
## 4   Fire         65
```