| 1. Name: Mohd Ashif Khan 2. Email: [khanashif033@gmail.com](mailto:khanashif033@gmail.com) 3. Contribution: 4. Contributed in notebook for data cleaning, data manipulation, and in EDA Visualization and finalizing the conclusion. 5. Contributed for the contents of PPT and making sure all the points to be covered. 6. Contributed in Technical Documentation in content of problem statement goal of project and steps involved.   GitHub Link:- https://github.com/Ashif-khan033/Play-Store-Apps-Review-Analysis-EDA.git |
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| Google Play Store is one of the largest and most popular Android app stores. The Google Play Store, also known as Google Play and formerly Android Market, is a digital distribution service operated and developed by Google. Introduced on March 6, 2012. The Play Store app data has great potential to power app companies, the world's most popular operating system, with over 3 billion active users and numbers in over 190 countries. There are millions of apps.  This EDA project has two datasets, one with Play Store ratings and one with user ratings. The first dataset contains 13 attributes, the remaining 5 are used for data manipulation and analysis. The first critical step in EDA was data cleansing, removing all double null values ​​from attributes. There are many null values. It is not possible to remove all null values. So, we replaced it with Mode of ratings.  After removing all null and duplicate values, adjust all columns to the desired format. To easily visualize the data, we ran EDA with the cleaned data to understand the dataset, such as the number of paid or free apps. Explore app price trends in popular categories and more. After analysis we find correlation between data frames.   * 64.03% people have positive sentiments while 21.28% have negative sentiments and the rest are neutral * Family category has the maximum number of apps and the beauty category has the least number of apps. * 92.60% apps on play store are free apps and 7.34% are paid * 60% app’s support only on android 4.0 and above version * Finance, lifestyle categories are more expensive than others * Maximumnumbers of apps updated in 2018,total number of apps are above 6000 * We see prices up to 400 dollar & mostly medical and family apps are paid * It’s good to develop a free app and have a content rating for everyone.   From the results and the process implemented, we can conclude that we achieved the objectives of this group project to analyze Google Play Store apps, identify Google Play Store trends. |
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