1) It makes sense to have the first two graphs be line graph, because the data is in the form of a time series. It contextually makes sense if what we want to do is track the changes in number of games played over the course of time.
2) pass
3) pass
4) Task 4a's graph displays when each team was active (from which we can infer the longevity of a team, and potentially which teams have had the most consistent funding). Some additional data that would be useful to confirm such a statistic would be owner data (e.g. who the owner was each year, and how much they paid for the team. Task 4b displays the maximum, 99th percentile, and 50th percentile of runs by player for each year. This data could be used to infer what the most successful years were in terms of maximum and 99th percentile (because the data follow similar trends). This data could then be used to try and search for correlations in events with years that had high numbers of runs. For the first graph in task 4c, I created a pie chart that demonstrates what fraction of a player's career was spent with a certain team (the outer graph shows in terms of years active, and the inner graph shows in terms of games played). You can use this to compare which teams gave that player more games over the length of time that spent with them. If this graph was combined with statistics describing how well they played it would be quite interesting to see the correlation between a player's success, how often they play, and the team they play for. My second graph in 4c i created a radar plot which displays different statistics (stolen bases, caught stealing, strike outs, home runs, and walks) for a player in a given year. It can be used to see what a player's strengths are in their play style. A way to extend this graph would be to normalize the data for each category against the average value for the entire team for a given year, or for all players in a given year.