

**Lab 2: Parsing Data**Name: **Kailan Barnes**

The goal of this lab is to understand the structure of data. In this lab you will change data into a format that tags each part of the data with its intended use. After completing this lab every element of the data, you selected (Tableau dataset) and the two (2) additional datasets you acquired in lab last week will be broken into its individual parts. Answer the following questions and complete the table for each dataset.

1. List the name of the Tableau Dataset you selected in the Acquire Lab:
2. How many rows (records) are in the data set?
3. How many columns (variables) are in the data set?
4. What assumptions are you making about the data?

**What you should be able to do (at the end of this lab):**

Remember	<i>Describe</i> what happens in the <b>parse</b> stage.
Understand	<i>Describe</i> the data in detail according to the parsing specifications.
Apply	<i>Demonstrate</i> the ability to change data into a useful format for future processing.
Evaluate	<i>Categorize</i> the data according to parsing specs.
Analysis	<i>Identify</i> specific features about the data.
Create	<i>Generate</i> a parsed listing of the data.

**Tableau Data Set**

1. Pokemon Data Set, has 4 total tables
2. 1168 for 'Pokemon', 608 for 'Moves', 391 for 'Evolution', 325 for 'TypeChart'
3. 9 for 'Pokemon', 9 for 'Moves', 5 for 'Evolution', 4 for 'TypeChart'
4. I am assuming that this data set was created as accurately as possible at the time of its creation and there are no misspellings or misplacements in the set. I am also assuming that the creator of the table set had no ulterior motives for creating this data set and that they created multiple sheets for their convenience.

**In the table below list each variable and its data type (add more rows as needed):**

	Table	Variable	Data type
1	Pokemon	#	Float
2	Pokemon	Name	Alphanumeric
3	Pokemon	Type	String
4	Pokemon	HP	Integer
5	Pokemon	Attack	Integer
6	Pokemon	Defense	Integer
7	Pokemon	Special Attack	Integer
8	Pokemon	Special Defense	Integer
9	Pokemon	Speed	Integer
10	Moves	Name	String

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11	Moves	Type	String
12	Moves	Cat.	String
13	Moves	Power	Integer
14	Moves	Acc.	Integer
15	Moves	PP	Integer
16	Moves	TM	Alphanumeric
17	Moves	Effect	Alphanumeric
18	Moves	Prob. (%)	Integer
19	Evolution	Evolving from	String
20	Evolution	Evolving to	String
21	Evolution	Level	Integer
22	Evolution	Condition	Alphanumeric
23	Evolution	Evolution Type	String
24	TypeChart	Attack	String
25	TypeChart	Defense	String
26	TypeChart	Effectiveness	String
27	TypeChart	Multiplier	Float

You may add more rows and attach additional pages if needed.

**Additional Data Set #1**

1. Kaggle Pokemon - <https://www.kaggle.com/rounakbanik/pokemon>
2. 802
3. 41
4. I am assuming that this data set was created as accurately as possible at the time of its creation and there are no misspellings or misplacements in the set. I am also assuming that the creator of the table set had no ulterior motives for creating this data set.

**In the table below list each variable and its data type (add more rows as needed):**

	Variable	Data type
1	abilities	String
2	against_bug	Float
3	against_dark	Float
4	against_dragon	Float
5	against_electric	Float
6	against_fairy	Float
7	against_fight	Float
8	against_fire	Float
9	against_flying	Float
10	against_ghost	Float
11	against_grass	Float
12	against_ground	Float

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13	against_ice	Float
14	against_normal	Float
15	against_poison	Float
16	against_psychic	Float
17	against_rock	Float
18	against_steel	Float
19	against_water	Float
20	attack	Integer
21	base_egg_steps	Integer
22	base_happiness	Integer
23	base_total	Integer
24	capture_rate	Integer
25	classification	String
26	defense	Integer
27	experience_growth	Integer
28	height_m	Float
29	hp	Integer
30	japanese_name	Alphanumeric
31	name	Alphanumeric
32	percentage_male	Float
33	pokedex_number	Integer
34	sp_attack	Integer
35	sp_defense	Integer
36	speed	Integer
37	type1	String
38	type2	String
39	weight_kg	Float
40	generation	Integer
41	is_legendary	Boolean

You may add more rows and attach additional pages if needed.

**Additional Data Set #2**

1. Kaggle FirstGenPokemon – <https://www.kaggle.com/dizzypanda/gen-1-pokemon>
2. 151
3. 35
4. I am assuming that this data set was created as accurately as possible at the time of its creation and there are no misspellings or misplacements in the set. I am also assuming that the creator of the table set had no ulterior motives for creating this data set.

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**In the table below list each variable and its data type (add more rows as needed):**

	Variable	Data type
1	Number	Integer
2	Name	String
3	Types	Integer
4	Type1	String
5	Type2	String
6	Height(m)	Float
7	Weight(kg)	Float
8	Male_Pct	Float
9	Female_Pct	Float
10	Capt_Rate	Integer
11	Exp_Points	Integer
12	Exp_Speed	String
13	Base_Total	Integer
14	HP	Integer
15	Attack	Integer
16	Defense	Integer
17	Special	Integer
18	Speed	Integer
19	Normal_Dmg	Float
20	Fire_Dmg	Float
21	Water_Dmg	Float
22	Electric_Dmg	Float
23	Grass_Dmg	Float
24	Ice_Dmg	Float
25	Fight_Dmg	Float
26	Poison_Dmg	Float
27	Ground_Dmg	Float
28	Flying_Dmg	Float
29	Psychic_Dmg	Float
30	Bug_Dmg	Float
31	Rock_Dmg	Float
32	Ghost_Dmg	Float
33	Dragon_Dmg	Float
34	Evolutions	Float
35	Legendary	Boolean

You may add more rows and attach additional pages if needed.