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 | ***Describe*** what happens in the **parse** stage. |
| Understand | ***Describe*** the data in detail according to the parsing specifications. |
| Apply | ***Demonstrate*** the ability to change data into a useful format for future processing. |
| Evaluate | ***Categorize*** the data according to parsing specs. |
| Analysis | ***Identify*** specific features about the data. |
| Create | ***Generate*** 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 |
| 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 |
| 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 | classfication | 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.

**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 | Eletric\_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.