EECS 731 – Project 2 report

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For this project I began by reading the data set into python, and from there created a training/testing algorithm in order to create an accuracy score based on the data. Based on the data set, one is able to attain the number of players per play, and therefor can interpret the success(or popularity of) the play based on the number of “Players”. The data set is displayed in the form of a bar graph and depicts the number of actors per play. Based on the data that we have speculated over; I believe this manipulation can be used to demonstrate that the more popular of Shakespeare’s plays involved a large amount of actors as compared to his lesser known plays.