1. Introduction
   1. Our project is to uncover patterns in parking activity around Los Angeles. We'll examine relationships between make and parking citations, model and parking citations colors and parking citations.
2. Purpose of the Analysis
   1. The first purpose of this project is to examine if a relationship between make of cars and parking citations.

Null hypothesis: there is no significant relationship between the make of cars and the number of citations.

Alternate hypothesis: there is a significant relationship between the make of cars and the number of citations.

* 1. The second purpose of the project is to determine if a relationship exists between model of cars and parking citations.
  2. Null hypothesis: there is no significant relationship between the model of cars and the number of parking citations.
  3. Alternate hypothesis: there is a significant relationship between the model of cars and the number of parking citations.
  4. The third purpose of the project is to determine if a relationship exists between color of cars and parking citations.
  5. Null Hypotheses: there is no a significant relationship between color of the car and the number of parking citations.
  6. Alternate hypothesis: there is a significant relationship between color of the car and the number of parking citations.

1. Key Documents
   1. A data set was downloaded in csv format that included data that goes back to 2015. We will be parsing the data down to focus on the year of 2018. This dataset is hosted by the city of Los Angeles. We will be using vehicle registration data from the DMV of California.
2. Methods
   1. The data was analyzed in Jupyter notebooks using Python and Pandas. All data was imported into the notebook and various methods were incorporated to ensure accurate reporting.
3. Results
   1. There is a total of 183 unique titles with at an average cost of $3.05 the game has an overall revenue of 2,379.00. As a free-to-play game it has a very successful revenue stream from optional item purchases.
   2. The game titles are played mostly by males that account for 84% of the players. There is a very good female following at 14%
   3. females spend more across the board at $3.20 on game enhancements, and $4.47 per individual. Men spend 3.02 and 4.07 respectively.
   4. Ages between 20-24 years old account for $1,114.06 of the overall all gross revenue. And between 15-19-year-old spend $412.89.
4. Quality of date
   1. The dataset was overall very useful. I was complete and did not require clean up. There was not indication of the age of the data.