Stat LOL

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Problématique

Nous allons analyser les meilleurs compositions de héros ainsi que leurs placements optimaux sur les maps lors de victoire.

##Heros

```
player_team_lol_data <- read.csv("C:\\Users\\dahie\\Documents\\Statistique\\lolgame\\player_team_lol_da
champion <- read.csv("C:\\Users\\dahie\\Documents\\Statistique\\lolgame\\champion.csv", header=TRUE)
View(player_team_lol_data)


gameWin <- filter(player_team_lol_data, winTeam1 == " Win")
gameLoose <- filter(player_team_lol_data, winTeam1 == " Fail")
count <- table(unlist(gameWin$championID1))
perc <- 100*count/sum(count)
result <- data.frame(code = sprintf("%03d", as.integer(names(count))),
                     count = as.integer(count), perc = as.numeric(perc))



attach(result)
```

```
## The following objects are masked _by_ .GlobalEnv:
##
##     count, perc
```

```
premiers <- result[order(-perc),]

detach(result)

premier5 <-premiers[1:5,]



functionCorrespondanceKeyNom <-
  function(key){
    championNom <- filter(champion , data__.__key == key)
    return (championNom[,4])
  }
```

```
functionListeKeyNom <-
  function(listeKey){
    liste <- list(length(listeKey))
    for( i in 1:length(listeKey)){
      liste[[i]] <- functionCorrespondanceKeyNom(listeKey[i])
    }
    return(liste)

  }
```

```
bestHero <- barplot(premier5$perc , ylim=c(0,5) , names.arg = c(functionCorrespondanceKeyNom(051) ,
        functionCorrespondanceKeyNom(236),functionCorrespondanceKeyNom(022),
        functionCorrespondanceKeyNom(040), functionCorrespondanceKeyNom(432)),
        xlab = " Noms des Personnages" , ylab="PrÃ©sence des heros lors de victoire (%)",
        main = "Graphique montrant les 5 heros les plus joués lors de Victoire  ",
        col = c("red","orange","yellow","blue","green"))


percValeurs<-as.matrix(premier5$perc)

text(bestHero,percValeurs+0.3,labels=as.character(paste(round(percValeurs,3),"%")) )
```