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**Apple Store Data**

My main purpose at all the plots is to exhibit and research the reason that cause application rating, I try to classify and to differences between features.

I started with a lot of guesses about the causes and I start to check my assumptions.

At the first plot(3) We can see the most rating application, we can see the "sudoku", "plants\_zombies", "scroll calendar" etc.

We first must to refine the differences between two question what have the best rating and what have the most rate of people that take part at the rating, in plot 2 we can see another applications that you can't see them at first plot.

But what that so interesting it's that in the first plot you can see a lot of games application.

I will show with else plot 1 you can see that almost all the application it's games application, if you connect it to 1+2 plots you can get that a very important cause to the rating it’s the domain, in plot 2 there have 9/15 application that their domain it's games and at the 1 plot we see a lot of games application that have.

But, maybe it is not the reason, maybe the causes is the **number of language** that have to this application so we can see plot 7 that the number of language not effect at all, even not on the price.

But maybe it's opposite maybe the free application cause to this rating, but I take all the application that free I get plot 4 there you can see at the column of price that you have application that free and their rating was too low and opposite, you can see too that that application that you need to pay money for them it is not change them nothing you can see plot 10, you can see clearly that the price not change at all, and almost all the application you don't need to pay money.

You can see it too **that the price not change not on the rating and not on the rating count** its show clearly at plot 9, 11, 12.

If we continue and depth the research we will check some causes together, at plot 14 I check the price and number of devices support **and we can see that when the number of the devices support is big the rating is big** , my guesses is that when you can play it at your phone its cause you to connection with the game. We too can see **that the number of count rating not changed**, at plot 6 it's clearly, but between the people that take part at the rating they bring high rating.

But if it is maybe the number of language too cause to differences at the rating plot 15 we can see that it is not cause to the rating, we can see it too at plot 4 that the number of language not change at all, but the differences is that in 4 plot I took only the twenty biggest number of language and between then no differences because their number of language is too big, so we can conclude that not really have a connection between the number of language to the rating .

So we can conclude that have some causes to the rating, first the **domain**, second it is the **number of support devices.**

To conclude I thing that the quality of the application is very important thing, we can see that at plot 13, you can see very **important changes from 4.5 to 5**, I think that it the most important differences because that it is says that you have a perfect application, and after the changes they got it.

So, the qualitive is very important parameter at the rating of the application.