



# Analyze available Data of applications in the Google Play Store

Available Applications	Paid Applications	Free Applications
59M	5M	54M
Top 3 Education Apps	Top 4 Game Apps	Top 4 Sucional Apps
<div><div>40M (8.33%)</div><div><div></div><div></div><div></div><div></div></div><div>400M (83.3...)</div></div> <div>App<div><div>Duolingo: Learn ...</div><div>Learn languag...</div><div>Quizlet: Lea...</div></div></div>	<div><div>11.11%</div><div>22.22%</div><div>22.22%</div><div>44.44%</div></div> <div>App<div><div>Subway Surfers</div><div>Candy Crush Saga</div><div>Temple Run 2</div><div>Pou</div></div></div>	<div><div>20%</div><div>40%</div><div>20%</div></div> <div>App<div><div>Instagram</div><div>Facebook</div><div>Google+</div><div>Snapchat</div></div></div>

Most common Type pplikations	
GAME	
COMMUNICATION	
PRODUCTIVITY	14bn (40.4%)
SOCIAL	
TOOLS	11bn (32.64%)
FAMILY	
PHOTOGRAPHY	10bn (28.75%)
NEWS_AND_MAGAZINES	
TRAVEL_AND_LOCAL	7bn (19.58%)
VIDEO_PLAYERS	