

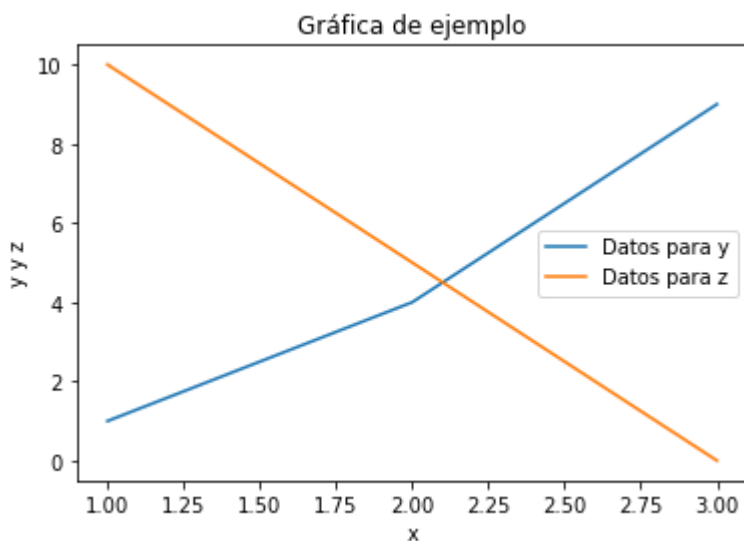
# Ejercicio PANDAS

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1.-En este primer pequeño programa podemos observar como al principio importamos ciertas librerías para que pueda funcionar, después le asignamos ciertos vectores a las variables, y con ello graficamos, lo demás son letreros que se encuentran en la gráfica.

```
In [108... import pandas as pd
from matplotlib import pyplot as plt
x =[1, 2, 3]
y = [1, 4, 9]
z = [10, 5, 0]
plt.plot (x,y)
plt.plot (x,z)
plt.title("Gráfica de ejemplo")
plt.xlabel("x")
plt.ylabel("y y z")
plt.legend(["Datos para y", "Datos para z"])
plt.show()
```



2.- Para esta parte usamos una función de la librería panda para que leyera nuestro archivo.

```
In [109... data=pd.read_csv('Videojuegos.csv')
data
```

```
Out[109...
```

|     | Platform | Genre    | Publisher | NA_Sales | EU_Sales | JP_Sales | Other_Sales | Global_Sales | Rating | C   |
|-----|----------|----------|-----------|----------|----------|----------|-------------|--------------|--------|-----|
| 0   | Wii      | Sports   | Nintendo  | 41.36    | 28.96    | 3.77     | 8.45        | 82.54        | E      |     |
| 1   | Wii      | Racing   | Nintendo  | 15.68    | 12.80    | 3.79     | 3.29        | 35.57        | E      |     |
| 2   | Wii      | Sports   | Nintendo  | 15.61    | 10.95    | 3.28     | 2.95        | 32.78        | E      |     |
| 3   | DS       | Platform | Nintendo  | 11.28    | 9.15     | 6.50     | 2.88        | 29.81        | E      |     |
| 4   | Wii      | Misc     | Nintendo  | 13.96    | 9.18     | 2.93     | 2.84        | 28.92        | E      |     |
| ... | ...      | ...      | ...       | ...      | ...      | ...      | ...         | ...          | ...    | ... |

|             | Platform | Genre    | Publisher            | NA_Sales | EU_Sales | JP_Sales | Other_Sales | Global_Sales | Rating | C |
|-------------|----------|----------|----------------------|----------|----------|----------|-------------|--------------|--------|---|
| <b>7107</b> | PC       | Action   | Ubisoft              | 0.00     | 0.00     | 0.00     | 0.00        | 0.01         | T      |   |
| <b>7108</b> | PC       | Shooter  | Midway Games         | 0.00     | 0.00     | 0.00     | 0.00        | 0.01         | T      |   |
| <b>7109</b> | PC       | Sports   | Sega                 | 0.00     | 0.00     | 0.00     | 0.00        | 0.01         | E      |   |
| <b>7110</b> | PC       | Strategy | Take-Two Interactive | 0.00     | 0.00     | 0.00     | 0.00        | 0.01         | E10+   |   |
| <b>7111</b> | PS4      | Platform | Team Meat            | 0.00     | 0.00     | 0.00     | 0.00        | 0.01         | T      |   |

7112 rows × 10 columns



3.- En la siguiente parte del código, usamos "len" para saber de que tamaño es nuestra tabla, y cuántas filas existen

```
In [110]: filas = len(data)
          filas
```

Out[110]: 7112

4.- Con las siguientes dos partes del código que usan "type", lo usamos para saber de que tipo de variable se está usando

```
In [73]: type (data)
```

Out[73]: pandas.core.frame.DataFrame

```
In [111]: type (data.Platform)
          type (data.Genre)
          type (data.Publisher)
          type (data.NA_Sales)
          type (data.EU_Sales)
          type (data.JP_Sales)
          type (data.Other_Sales)
          type (data.Global_Sales)
          type (data.Rating)
          type (data.Critic_Score_Class)
```

Out[111]: pandas.core.series.Series

5.- Las siguientes variables que contienen este formato "data.nombre\_de\_columna", es para analizar las variables y buscar el rango en el que se encuentra.

```
In [75]: data.Platform
```

```
Out[75]: 0      Wii
          1      Wii
          2      Wii
          3       DS
          4      Wii
          ...
          7107   PC
```

```
7108    PC
7109    PC
7110    PC
7111    PS4
Name: Platform, Length: 7112, dtype: object
```

```
In [41]: data.Genre
```

```
Out[41]: 0      Sports
         1      Racing
         2      Sports
         3    Platform
         4      Misc
         ...
       7107    Action
       7108    Shooter
       7109    Sports
       7110    Strategy
       7111    Platform
Name: Genre, Length: 7112, dtype: object
```

```
In [43]: data.Publisher
```

```
Out[43]: 0      Nintendo
         1      Nintendo
         2      Nintendo
         3      Nintendo
         4      Nintendo
         ...
       7107      Ubisoft
       7108    Midway Games
       7109      Sega
       7110    Take-Two Interactive
       7111      Team Meat
Name: Publisher, Length: 7112, dtype: object
```

```
In [44]: data.NA_Sales
```

```
Out[44]: 0      41,36
         1      15,68
         2      15,61
         3      11,28
         4      13,96
         ...
       7107      0
       7108      0
       7109      0
       7110      0
       7111      0
Name: NA_Sales, Length: 7112, dtype: object
```

```
In [45]: data.EU_Sales
```

```
Out[45]: 0      28,96
         1      12,8
         2      10,95
         3      9,15
         4      9,18
         ...
       7107      0
       7108      0
       7109      0
       7110      0
```

```
7111      0
Name: EU_Sales, Length: 7112, dtype: object
```

```
In [46]: data.JP_Sales
```

```
Out[46]: 0      3,77
         1      3,79
         2      3,28
         3        6,5
         4      2,93
         ...
        7107      0
        7108      0
        7109      0
        7110      0
        7111      0
Name: JP_Sales, Length: 7112, dtype: object
```

```
In [47]: data.Other_Sales
```

```
Out[47]: 0      8,45
         1      3,29
         2      2,95
         3      2,88
         4      2,84
         ...
        7107      0
        7108      0
        7109      0
        7110      0
        7111      0
Name: Other_Sales, Length: 7112, dtype: object
```

```
In [49]: data.Global_Sales
```

```
Out[49]: 0      82,54
         1      35,57
         2      32,78
         3      29,81
         4      28,92
         ...
        7107      0,01
        7108      0,01
        7109      0,01
        7110      0,01
        7111      0,01
Name: Global_Sales, Length: 7112, dtype: object
```

```
In [50]: data.Rating
```

```
Out[50]: 0      E
         1      E
         2      E
         3      E
         4      E
         ...
        7107      T
        7108      T
        7109      E
        7110      E10+
        7111      T
Name: Rating, Length: 7112, dtype: object
```

```
In [112]: data.Critic_Score_Class
```

```
Out[112...] 0      Bueno
            1      Excelente
            2      Excelente
            3      Excelente
            4      Malo
            ...
            7107   Excelente
            7108   Aceptable
            7109   Aceptable
            7110   Aceptable
            7111   Excelente
            Name: Critic_Score_Class, Length: 7112, dtype: object
```

6.- Esta parte que sigue es para conocer cuáles columnas están en nuestra base de datos.

```
In [113...] data.columns
```

```
Out[113...] Index(['Platform', 'Genre', 'Publisher', 'NA_Sales', 'EU_Sales', 'JP_Sales',
                  'Other_Sales', 'Global_Sales', 'Rating', 'Critic_Score_Class'],
                  dtype='object')
```

7.- El formato siguiente de `data.(nombre_de_columna).median`, es para calcular la mediana de cada columna que está en la base de datos.

```
In [97]: data['Platform'].median
```

```
Out[97]: <bound method Series.median of 0      Wii
            1      Wii
            2      Wii
            3      DS
            4      Wii
            ...
            7107   PC
            7108   PC
            7109   PC
            7110   PC
            7111   PS4
            Name: Platform, Length: 7112, dtype: object>
```

```
In [98]: data['Genre'].median
```

```
Out[98]: <bound method Series.median of 0      Sports
            1      Racing
            2      Sports
            3      Platform
            4      Misc
            ...
            7107   Action
            7108   Shooter
            7109   Sports
            7110   Strategy
            7111   Platform
            Name: Genre, Length: 7112, dtype: object>
```

```
In [99]: data['Publisher'].median
```

```
Out[99]: <bound method Series.median of 0      Nintendo
            1      Nintendo
            2      Nintendo
            3      Nintendo
            4      Nintendo
            ...
```

```
7107          Ubisoft
7108      Midway Games
7109          Sega
7110  Take-Two Interactive
7111      Team Meat
Name: Publisher, Length: 7112, dtype: object>
```

```
In [100... data['NA_Sales'].median
```

```
Out[100... <bound method Series.median of 0      41.36
1         15.68
2         15.61
3         11.28
4         13.96
...
7107      0.00
7108      0.00
7109      0.00
7110      0.00
7111      0.00
Name: NA_Sales, Length: 7112, dtype: float64>
```

```
In [101... data['EU_Sales'].median
```

```
Out[101... <bound method Series.median of 0      28.96
1         12.80
2         10.95
3          9.15
4          9.18
...
7107      0.00
7108      0.00
7109      0.00
7110      0.00
7111      0.00
Name: EU_Sales, Length: 7112, dtype: float64>
```

```
In [102... data['JP_Sales'].median
```

```
Out[102... <bound method Series.median of 0       3.77
1          3.79
2          3.28
3          6.50
4          2.93
...
7107      0.00
7108      0.00
7109      0.00
7110      0.00
7111      0.00
Name: JP_Sales, Length: 7112, dtype: float64>
```

```
In [103... data['Other_Sales'].median
```

```
Out[103... <bound method Series.median of 0       8.45
1          3.29
2          2.95
3          2.88
4          2.84
...
7107      0.00
7108      0.00
7109      0.00
7110      0.00
```

```
7111    0.00
Name: Other_Sales, Length: 7112, dtype: float64>
```

```
In [104... data['Global_Sales'].median
```

```
Out[104... <bound method Series.median of 0      82.54
1       35.57
2       32.78
3       29.81
4       28.92
...
7107    0.01
7108    0.01
7109    0.01
7110    0.01
7111    0.01
Name: Global_Sales, Length: 7112, dtype: float64>
```

```
In [106... data['Rating'].median
```

```
Out[106... <bound method Series.median of 0      E
1       E
2       E
3       E
4       E
...
7107    T
7108    T
7109    E
7110    E10+
7111    T
Name: Rating, Length: 7112, dtype: object>
```

```
In [114... data['Critic_Score_Class'].median
```

```
Out[114... <bound method Series.median of 0      Bueno
1      Excelente
2      Excelente
3      Excelente
4      Malo
...
7107    Excelente
7108    Aceptable
7109    Aceptable
7110    Aceptable
7111    Excelente
Name: Critic_Score_Class, Length: 7112, dtype: object>
```

8.- El siguiente formato de función `data(nombre_de_columna).describe` es para encontrar ciertas características de cada columna, como la media, mediana, la frecuencia, máximos, mínimos y desviación estandar.

```
In [92]: data['Platform'].describe()
```

```
Out[92]: count      7112
unique       17
top          PS2
freq        1169
Name: Platform, dtype: object
```

```
In [77]: data['Genre'].describe()
```

```
count      7112
```

```
Out[77]: unique      12
         top        Action
         freq      1698
         Name: Genre, dtype: object
```

```
In [57]: data['Publisher'].describe()
```

```
Out[57]: count      7112
         unique      278
         top        Electronic Arts
         freq      971
         Name: Publisher, dtype: object
```

```
In [83]: data['NA_Sales'].describe()
```

```
Out[83]: count      7112.000000
         mean        0.388567
         std         0.953982
         min         0.000000
         25%         0.060000
         50%         0.150000
         75%         0.390000
         max         41.360000
         Name: NA_Sales, dtype: float64
```

```
In [84]: data['EU_Sales'].describe()
```

```
Out[84]: count      7112.000000
         mean        0.232537
         std         0.680028
         min         0.000000
         25%         0.020000
         50%         0.060000
         75%         0.202500
         max         28.960000
         Name: EU_Sales, dtype: float64
```

```
In [86]: data['JP_Sales'].describe()
```

```
Out[86]: count      7112.000000
         mean        0.062652
         std         0.283475
         min         0.000000
         25%         0.000000
         50%         0.000000
         75%         0.010000
         max         6.500000
         Name: JP_Sales, dtype: float64
```

```
In [85]: data['Other_Sales'].describe()
```

```
Out[85]: count      7112.000000
         mean        0.081347
         std         0.265864
         min         0.000000
         25%         0.010000
         50%         0.020000
         75%         0.070000
         max         10.570000
         Name: Other_Sales, dtype: float64
```

```
In [87]: data['Global_Sales'].describe()
```



```
Out[87]: count      7112.000000  
         mean        0.765307  
         std         1.936692  
         min         0.010000  
         25%         0.110000  
         50%         0.290000  
         75%         0.742500  
         max         82.540000  
         Name: Global_Sales, dtype: float64
```

```
In [88]: data['Rating'].describe()
```

```
Out[88]: count      7112  
         unique        7  
         top          T  
         freq      2489  
         Name: Rating, dtype: object
```

```
In [69]: data['Critic_Score_Class'].describe()
```

```
Out[69]: count      7112  
         unique        4  
         top      Excelente  
         freq      1997  
         Name: Critic_Score_Class, dtype: object
```