Final day tasks

1. **Pokemon**

   The dataset **'pokemon.csv'** contains information about 800 different pokemon.

   CSV module

   - Using the CSV module, find the average 'Attack' score for Grass type Pokemon. Is this higher or lower than 'Water' Pokemon?
   - Make a game that allows 2 users to input a Pokemon name. The game needs to pick a winner based on the following rules…
     - If one Pokemon has an Attack score that is 10 more than the other Pokemon's Attack score, that Pokemon wins
     - If the above doesn't decide the match, a 'Sp. Atk' score that is 3 or more higher than the opponents will win the match
     - If the above doesn't decide the match, whoever has the highest defence score wins
     - If the above doesn't decide the match, it is declare a tie
     - Extension - The next stage of the game should settle the match with a coin flip between the two players. (Hint – you will need to use the 'Random' module for this, get help online or ask about this).

2. **Titanic**

   The dataset 'titanic.csv' contains records of the demographics of passengers on the Titanic, as well as a column indicating whether they survived.

   - Using the CSV module find out how many people survived.
   - How many males survived vs females? What is the survival ratio in males and females?
   - Find the mean age of survivors and non-survivors. Use a T-test so see if there is a significant difference in the ages of people in these two groups.