

# Major Assignment









## Major Functions

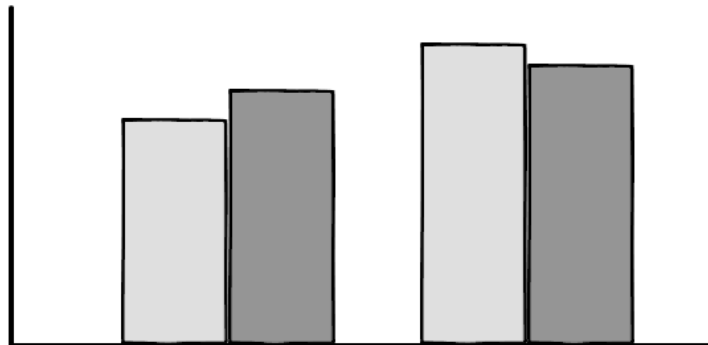
Signature	Description
Table loadData(String url)	Load a CSV file from the data URL. This used the <a href="#">loadTable</a> processing function.
void cleanData(Table data)	Encode the resource columns with 1 for has resource, 0 otherwise.
Table getResourceSummary(Table data)	Returns a data table with the following resources separated by zombie and human: Clothing, Documents, Firstaid, Food, Medication, Sanitation, Tools, Water
Table getAgeBins(Table data)	Separated between Zombie and Human, get the age data bins in increments of 20 years between 0 and 100 inclusive.
Table getAgeSummary(Table data) <i>Mean, Min, Max, Standard Deviation</i>	Calculate the descriptive statistics for the age column split into zombies and humans.






## Data Source

- [Kaggle Dataset: Zombies Apocalypse](#)
- <https://pastebin.pl/view/raw/34f079e0>

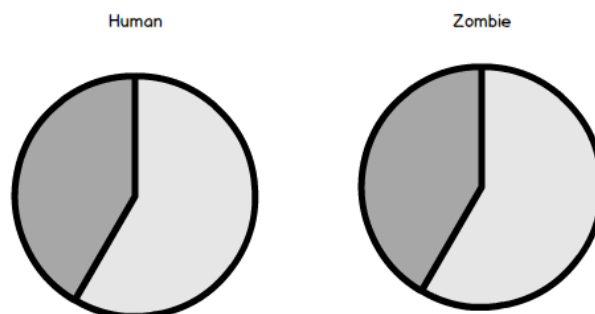
## Mock Up

Resource	Human	Zombie	Legend
Clothing	23	45	
Documents	1	34	
Firstaid	42	32	
Food	32	64	
Medication	67	12	
Sanitation	73	12	
Tools	74	78	
Water	7	12	



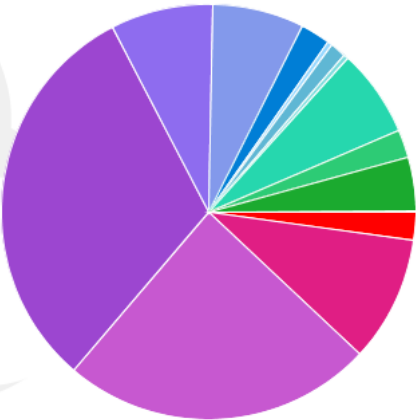
Age Range	Human	Zombie	Legend
0-20	23	45	
21-40	1	34	
41-60	32	12	
61-80	32	64	
81-100	67	12	

	Human	Zombie
Mean	50	40
Min	12	14
Max	90	85
Standard Deviation	2	3



Colour Scheme & General Design

General Government Sector	Budget (\$million)	Percentage
General public services	408	2.3%
Public order and safety	1,752	9.7%
Education	4,364	24.2%
Health	5,618	31.2%
Social security and welfare	1,437	8.0%
Housing and community amenities	1,275	7.1%
Recreation and culture	421	2.3%
Fuel and energy	74	0.4%
Agriculture, forestry, fishing and hunting	213	1.2%
Mining and mineral resources	73	0.4%
Transport and communications	1,219	6.8%
Other economic affairs	390	2.2%
Other purposes	766	4.3%
Total	18,010	



pH Experiment

