

Analyzing Gamestop's Historical Stock and Revenue Data

(assume appropriate packages and libraries have already been installed from the Tesla code)

Use Yfinance to extract Gamestop's stock data

Create a ticker object, "gamestop", that takes in the stock data using the key "GME"
gamestop = yf.Ticker("GME")

Extract stock information and save it in a dataframe named **gme_data**. The **period** parameter is set to **max** so we get information for the maximum amount of time.

```
gme_data = gamestop.history(period="max")  
gme_data
```

Output:

| | Open | High | Low | Close | Volume | Dividends | Stock Splits |
|------------|-----------|-----------|-----------|-----------|----------|-----------|--------------|
| Date | | | | | | | |
| 2002-02-13 | 1.620128 | 1.693350 | 1.603296 | 1.691666 | 76216000 | 0.0 | 0.0 |
| 2002-02-14 | 1.712707 | 1.716074 | 1.670626 | 1.683251 | 11021600 | 0.0 | 0.0 |
| 2002-02-15 | 1.683250 | 1.687458 | 1.658002 | 1.674834 | 8389600 | 0.0 | 0.0 |
| 2002-02-19 | 1.666418 | 1.666418 | 1.578047 | 1.607504 | 7410400 | 0.0 | 0.0 |
| 2002-02-20 | 1.615920 | 1.662209 | 1.603296 | 1.662209 | 6892800 | 0.0 | 0.0 |
| ... | ... | ... | ... | ... | ... | ... | ... |
| 2023-04-24 | 20.150000 | 20.410000 | 19.809999 | 19.930000 | 2742400 | 0.0 | 0.0 |
| 2023-04-25 | 19.740000 | 20.040001 | 18.910000 | 19.000000 | 2560800 | 0.0 | 0.0 |
| 2023-04-26 | 18.980000 | 19.230000 | 18.650000 | 18.650000 | 2287600 | 0.0 | 0.0 |
| 2023-04-27 | 18.750000 | 19.340000 | 18.719999 | 18.940001 | 2238900 | 0.0 | 0.0 |
| 2023-04-28 | 18.920000 | 19.719999 | 18.879999 | 19.290001 | 2835200 | 0.0 | 0.0 |

Reset the index and display the first 5 rows

```
gme_data.reset_index(inplace=True)  
gme_data.head(5)
```

Output:

| | Date | Open | High | Low | Close | Volume | Dividends | Stock Splits |
|---|------------|----------|----------|----------|----------|----------|-----------|--------------|
| 0 | 2002-02-13 | 1.620128 | 1.693350 | 1.603296 | 1.691666 | 76216000 | 0.0 | 0.0 |
| 1 | 2002-02-14 | 1.712707 | 1.716074 | 1.670626 | 1.683251 | 11021600 | 0.0 | 0.0 |
| 2 | 2002-02-15 | 1.683250 | 1.687458 | 1.658002 | 1.674834 | 8389600 | 0.0 | 0.0 |
| 3 | 2002-02-19 | 1.666418 | 1.666418 | 1.578047 | 1.607504 | 7410400 | 0.0 | 0.0 |
| 4 | 2002-02-20 | 1.615920 | 1.662209 | 1.603296 | 1.662209 | 6892800 | 0.0 | 0.0 |

```
# Use webscraping to extract Gamestop Revenue Data¶
```

```
# Download the webpage
```

```
https://cf-courses-data.s3.us.cloud-object-storage.appdomain.cloud/IBMDeveloperSkillsNetwork-PY0220EN-SkillsNetwork/labs/project/stock.html and save the text as a variable named html_data
```

```
url =
```

```
"https://cf-courses-data.s3.us.cloud-object-storage.appdomain.cloud/IBMDeveloperSkillsNetwork-PY0220EN-SkillsNetwork/labs/project/stock.html"
```

```
html_data = requests.get(url).text
```

```
soup = BeautifulSoup(html_data, 'html.parser')
```

```
# Use BeautifulSoup to extract the table with Gamestop Quarterly Revenue and store it into a dataframe named gme_revenue, with columns Date and Revenue
```

```
gme_revenue = pd.DataFrame(columns=["Date", "Revenue"])
```

```
for table in soup.find_all('table'):
```

```
    if table.find('th').getText().startswith("GameStop Quarterly Revenue"):
```

```
        for row in table.find("tbody").find_all("tr"):
```

```
            col = row.find_all("td")
```

```
            date = col[0].text
```

```
            revenue = col[1].text
```

```
            gme_revenue = gme_revenue.append({"Date":date, "Revenue":revenue},
```

```
ignore_index=True)
```

```
# Remove the comma and dollar sign from the Revenue column
```

```
tesla_revenue["Revenue"] = tesla_revenue['Revenue'].str.replace(',|\$', '')
```

```
# Remove an null or empty strings in the Revenue column
```

```
tesla_revenue.dropna(inplace=True)
```

```
tesla_revenue = tesla_revenue[tesla_revenue['Revenue'] != ""]
```

```
tesla_revenue.tail(5)
```

```
gme_revenue["Revenue"] = gme_revenue['Revenue'].str.replace(',|\$', '')
```

```
gme_revenue.dropna(inplace=True)
```

```
gme_revenue = gme_revenue[gme_revenue['Revenue'] != ""]
```

```
gme_revenue.head(5)
```

```
gme_revenue.tail(5)
```

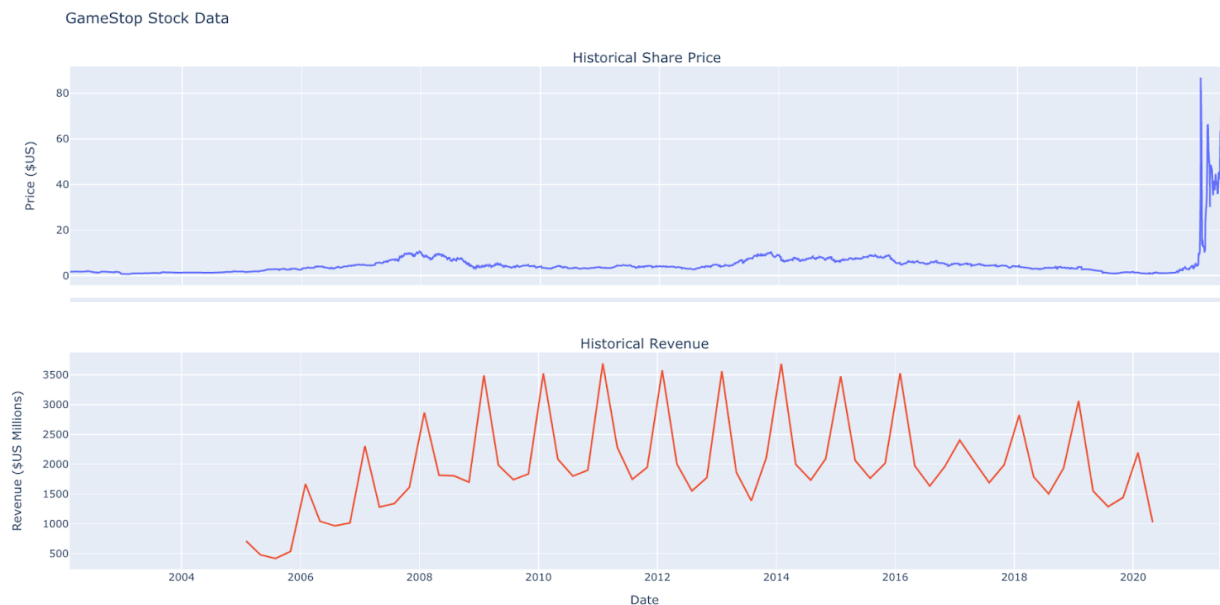
```
# Output:
```

| | Date | Revenue | | Date | Revenue |
|---|------------|---------|----|------------|---------|
| 0 | 2020-04-30 | 1021 | 57 | 2006-01-31 | 1667 |
| 1 | 2020-01-31 | 2194 | 58 | 2005-10-31 | 534 |
| 2 | 2019-10-31 | 1439 | 59 | 2005-07-31 | 416 |
| 3 | 2019-07-31 | 1286 | 60 | 2005-04-30 | 475 |
| 4 | 2019-04-30 | 1548 | 61 | 2005-01-31 | 709 |

Graph the Gamestop Stock Data. The graph will only show data up to June 2021
make_graph(gme_data, gme_revenue, 'GameStop Stock Data')

Output:

Gamestop Stock Data



Analysis:

Gamestop's Historical Share Price:

Gamestop's historical share price shows a mostly constant slope hovering around stock prices of \$2-\$5 with a couple of minor increases in 2008 and between 2014-2016, showing prices rise to about \$10. It wasn't until 2021 that Gamestop experienced an immense spike. In 2021, many people short-sold the stock under the assumption that the stock price would go down. Thanks in part to a subreddit group and a number of hedge funds who decided to make several posts and articles persuading people to purchase the Gamestop shares, the number of short-selling increased dramatically and triggered a dramatic increase in stock price. This daunting price increase caused short sellers to attempt to cover their positions by buying the stock, causing the demand to increase so much that it was far higher than Gamestop's supply. A short-squeeze took place.

Gamestop's Historical Revenue:

Gamestop's up & down historical revenue is likely due to two things: seasonal market changes and the release of new gaming consoles and games. It seems that a single increase in revenue happens around the beginning of the holiday season and then lowers down in a pretty consistent manner each year. This suggests that more products are bought during the holiday season and tend to be at a low throughout the rest of the year. Additionally, when new consoles or popular games are released, there is a surge in demand, leading to higher revenues. Games are typically released at least once a year, and consoles- every few years, often during holiday season.