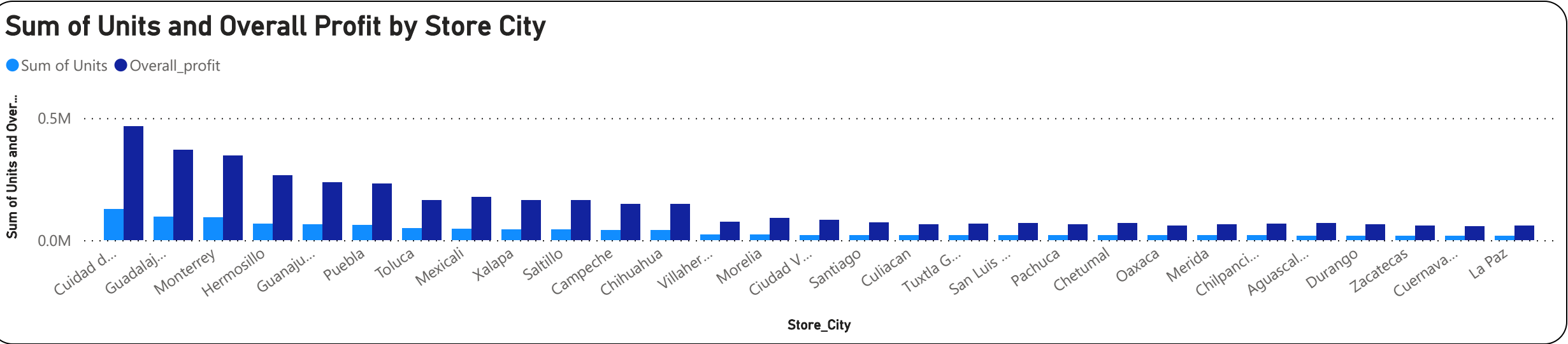
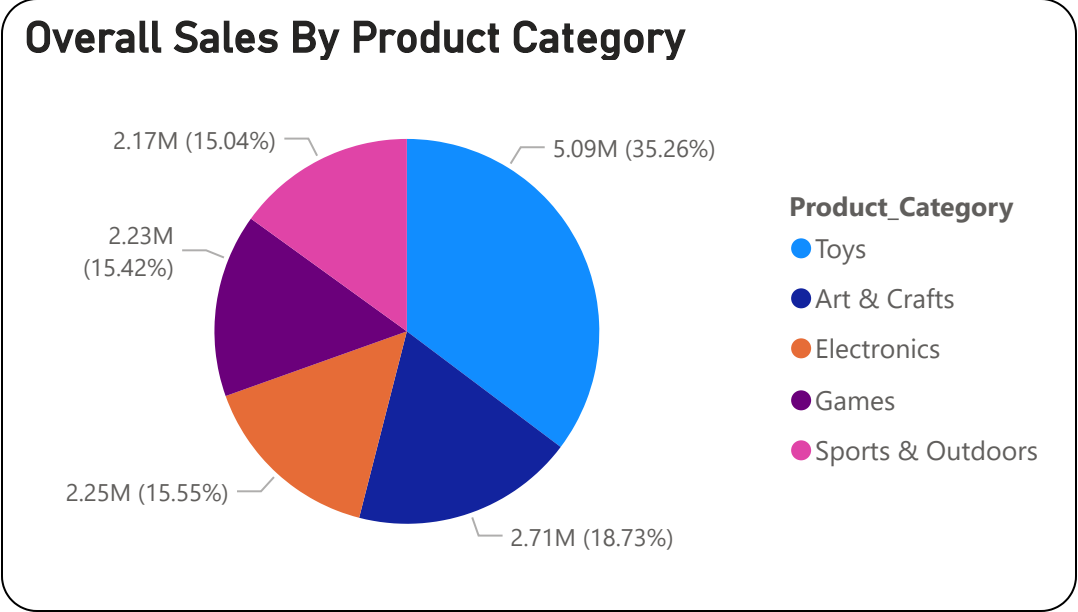
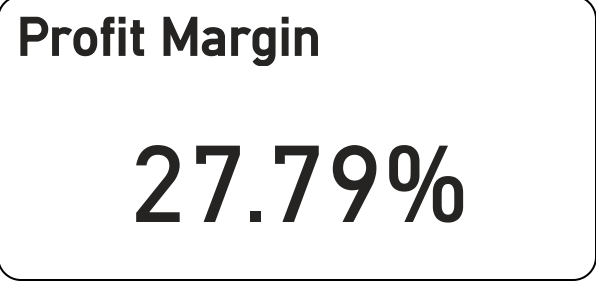
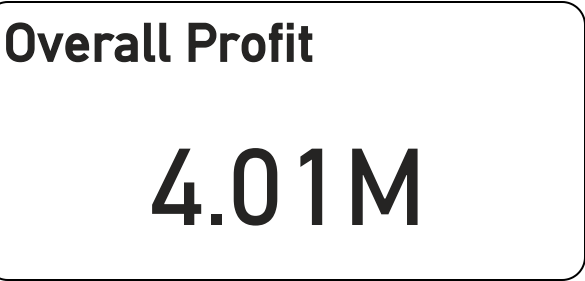
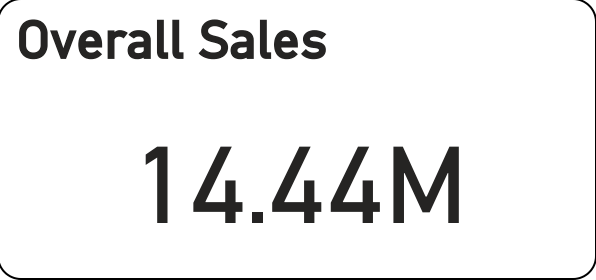
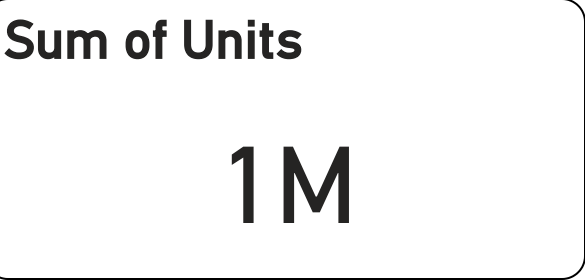


# MEXICO TOY STORE |



# Product Category

Art & Crafts

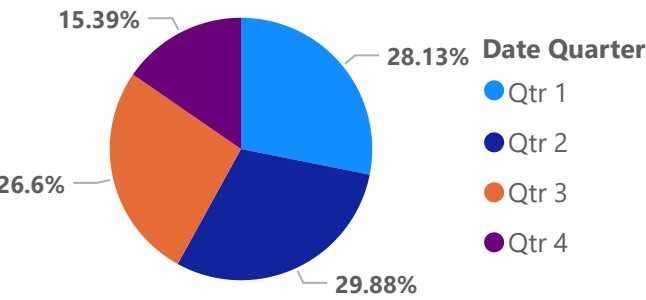
Electronics

Games

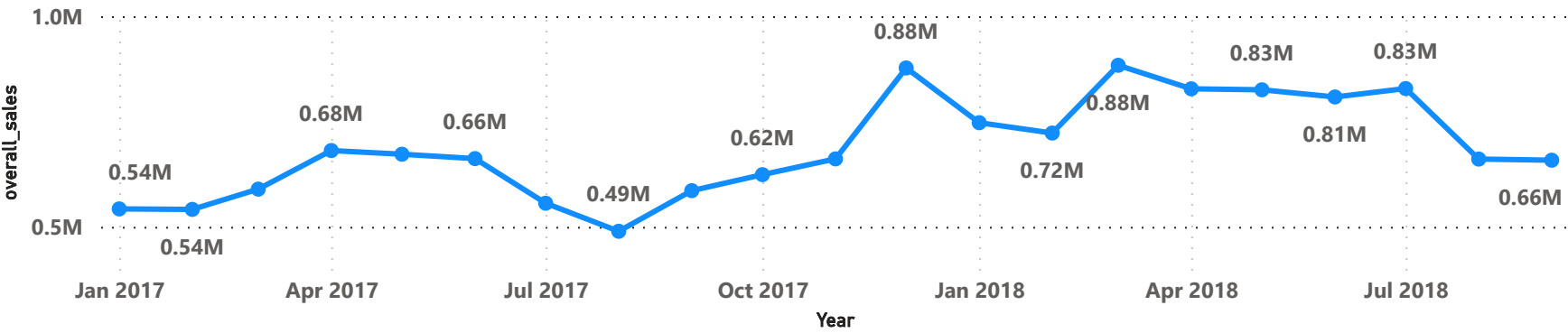
Sports & Outdoors

Toys

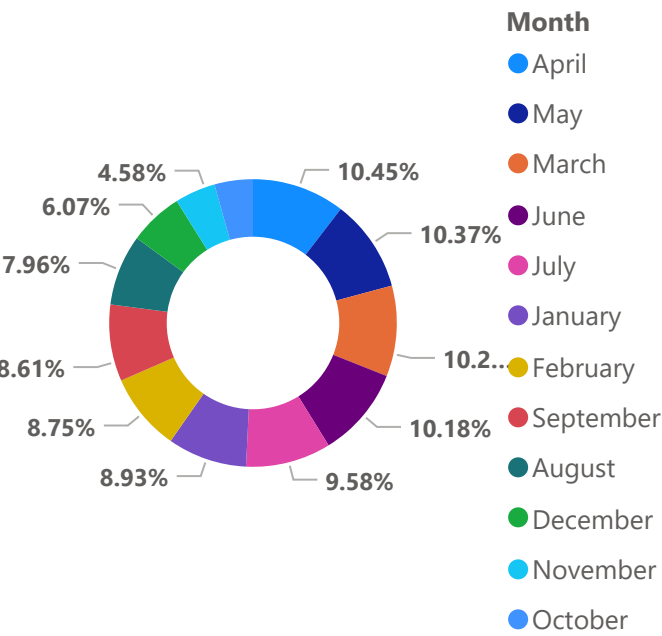
Overall\_profit by Quarter



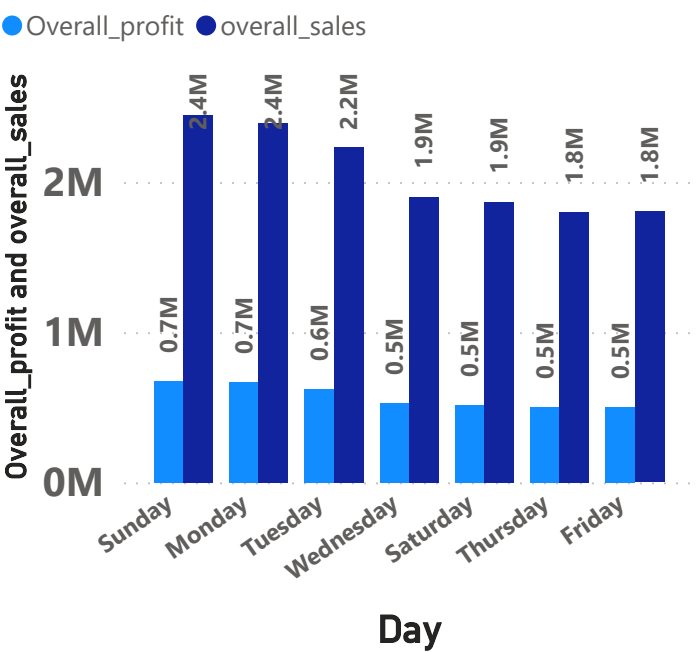
Overall Sales By Year, Quarter and Month



Overall Sales By Month



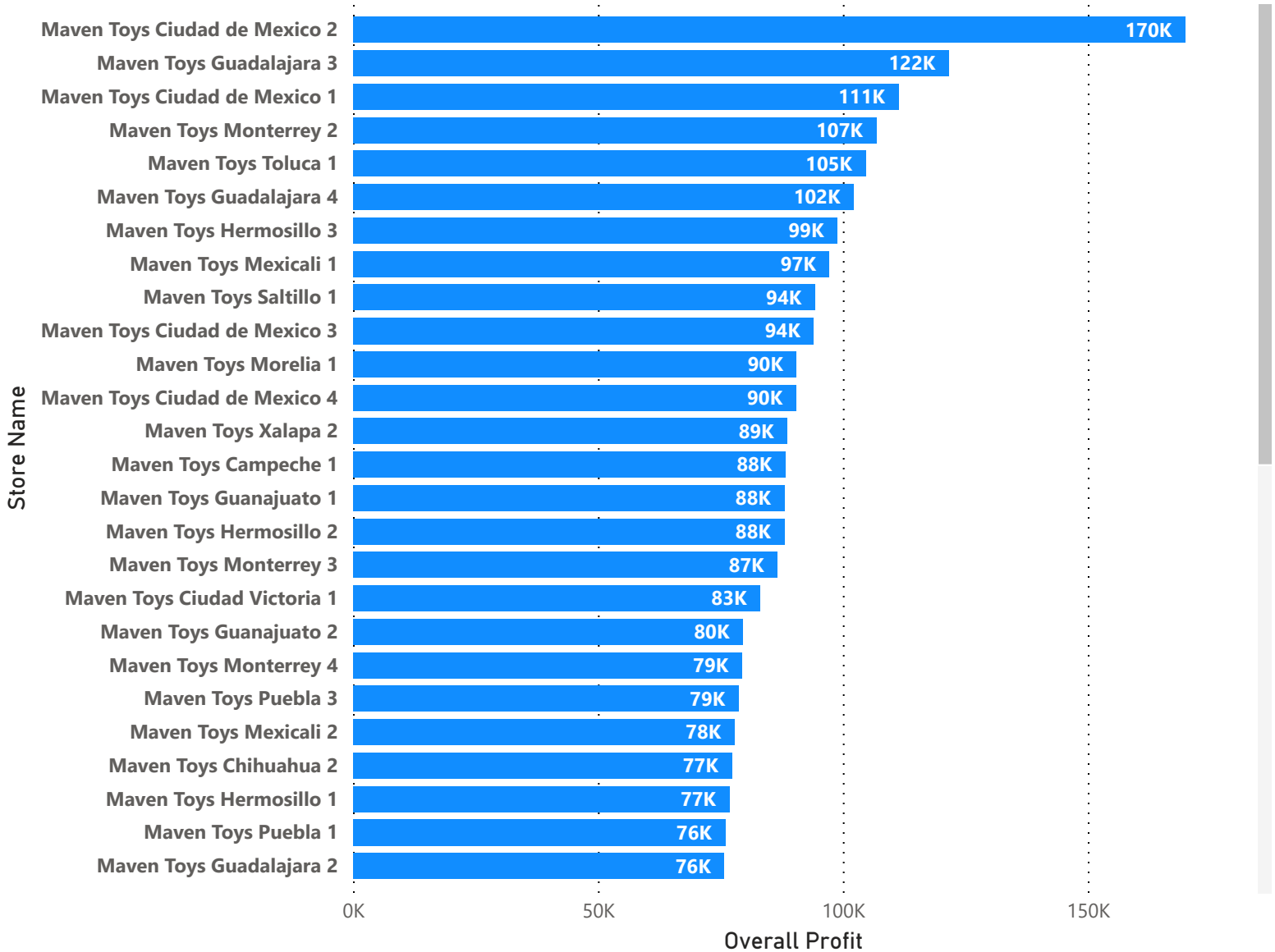
Overall Profit and Overall Sales by Day



Year	Overall Sales	Percentage Change	SamePeriodLastYear
2018	69,62,074.27	-0.07	74,82,498.08
Qtr 4		-1.00	21,62,382.23
December		-1.00	8,77,203.69
November		-1.00	6,61,304.15
October		-1.00	6,23,874.39
Qtr 3	21,47,420.41	0.32	16,31,301.00
September	6,58,194.48	0.12	5,85,844.04
August	6,60,877.07	0.35	4,89,422.73
July	8,28,348.86	0.49	5,56,034.23
Qtr 2	24,61,309.81	0.22	20,15,423.10
June	8,08,299.25	0.22	6,61,980.22
May	8,25,319.49	0.23	6,72,369.90
April	8,27,691.07	0.22	6,81,072.98
Qtr 1	23,53,344.05	0.41	16,73,391.75
March	8,83,515.64	0.50	5,89,485.19
Total	1,44,44,572.35	0.93	74,82,498.08

# Region Wise Sales Analysis

Overall Profit By Store Name



Types of Product

35

Total Cities

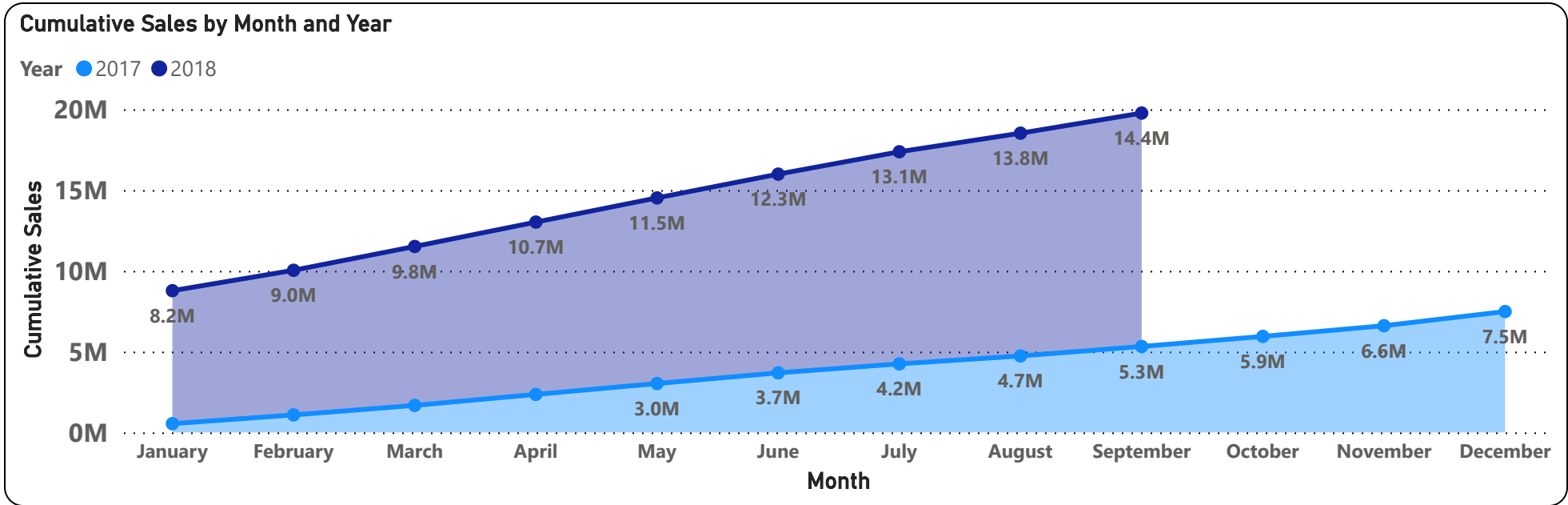
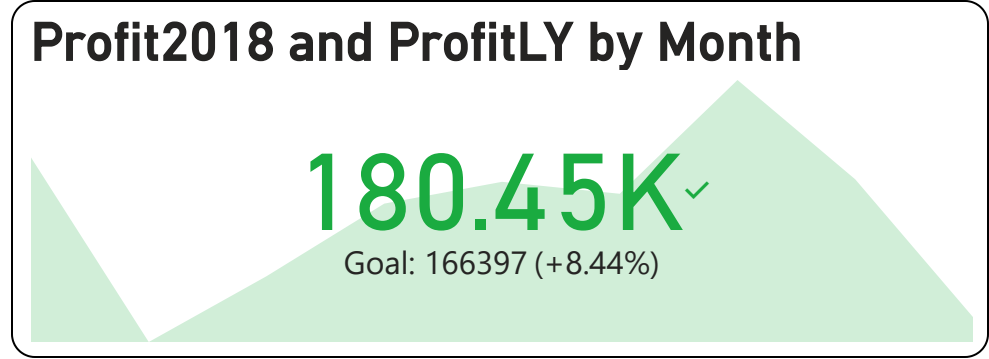
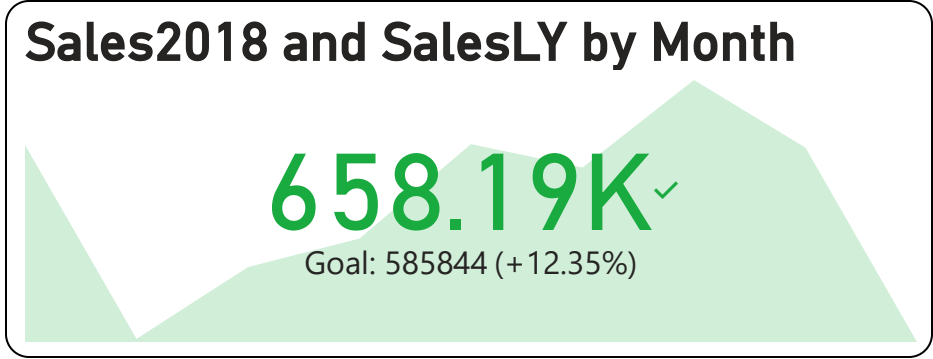
50

Items in Inventory

29.74K

Store_City	Overall_profit	overall_sales	Profitmargin
Aguascalientes	68,642.00	2,39,997.35	28.6%
Campeche	1,46,339.00	5,17,841.67	28.26%
Chetumal	67,940.00	2,58,919.35	26.24%
Chihuahua	1,46,868.00	5,16,713.04	28.42%
Chilpancingo	66,558.00	2,42,539.73	27.44%
Ciudad Victoria	83,088.00	2,94,803.99	28.18%
Cuernavaca	56,811.00	2,21,587.26	25.64%
Cuidad de Mexico	4,65,558.00	16,49,492.01	28.22%
Culiacan	63,959.00	2,51,160.91	25.47%
Durango	62,673.00	2,22,318.78	28.19%
Guadalajara	3,68,930.00	13,22,099.46	27.9%
Guanajuato	2,35,047.00	8,69,055.83	27.05%
Hermosillo	2,63,608.00	9,03,388.84	29.18%
La Paz	57,407.00	2,10,897.83	27.22%
Merida	64,399.00	2,32,097.72	27.75%
Mexicali	1,75,048.00	5,86,175.85	29.86%
Monterrey	3,46,729.00	12,61,845.70	27.48%
Total	40,14,029.00	1,44,44,572.35	27.79%

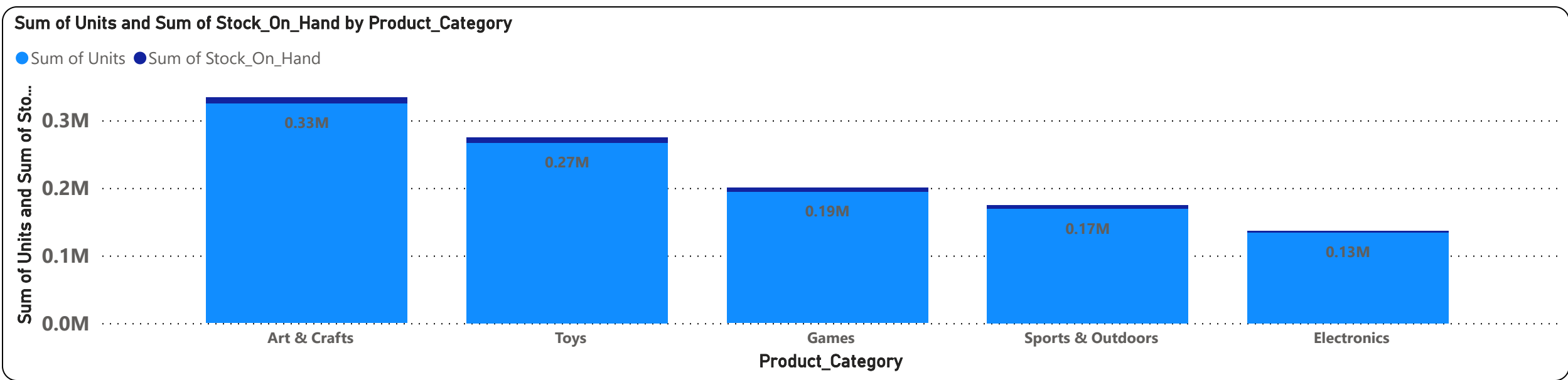
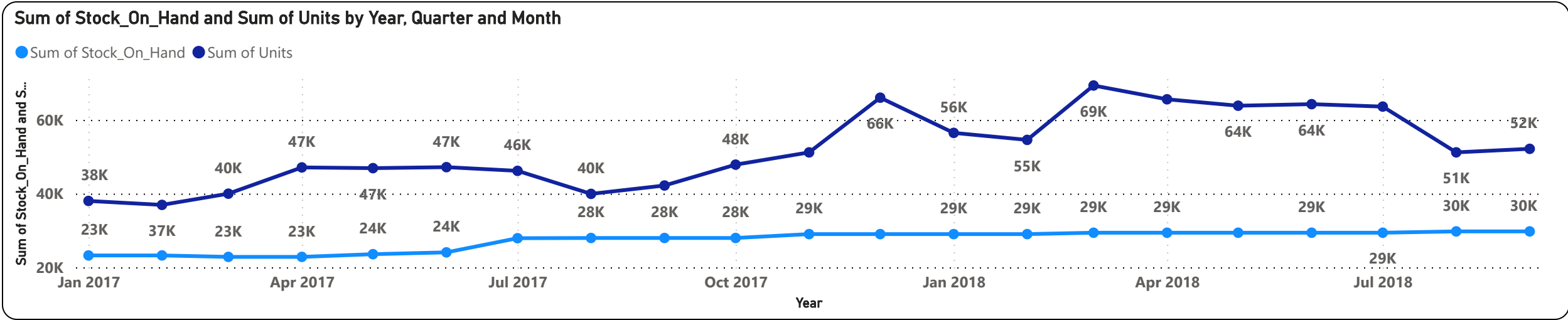
Year	Cumulative Sales
[-] 2017	74,82,498.08
[-] Qtr 1	16,73,391.75
[+] January	5,42,554.91
[+] February	10,83,906.56
[+] March	16,73,391.75
[-] Qtr 2	36,88,814.85
[+] April	23,54,464.73
[+] May	30,26,834.63
[+] June	36,88,814.85
[-] Qtr 3	53,20,115.85
[+] July	42,44,849.08
[+] August	47,34,271.81
[+] September	53,20,115.85
[-] Qtr 4	74,82,498.08
[+] October	59,43,990.24
[+] November	66,05,294.39
[+] December	74,82,498.08
[-] 2018	1,44,44,572.35
[-] Qtr 1	98,35,842.13
[+] January	82,29,694.30
[+] February	89,52,326.49
[+] March	98,35,842.13
[-] Qtr 2	1,22,97,151.94
[+] April	1,06,63,533.20
[+] May	1,14,88,852.69
[+] June	1,22,97,151.94
[-] Qtr 3	1,44,44,572.35
[+] July	1,31,25,500.80
[+] August	1,37,86,377.87
[+] September	1,44,44,572.35
Total	1,44,44,572.35



## A cumulative total of Sales

- The following table represents the running total of the Sales according to the year, quarter, and month.
- In both years we can observe that the highest rise in sales was reported between the first quarter Q1 and the second quarter Q2.
- So, we can assume that Q1 and Q2 are beneficial for the sales.

# Inventory Analysis



# **ABOUT MEXICO TOY SALES**

## **The Project is based on a toy Company in Mexico :-**

- . The company sells different categories of toys.
- . The toy company has stores at different locations with different names.
- . We also have details about the opening date of the store
- . We also have details regarding the products in the inventory in each store.

## **So, with these details in hand, we can find answers to the following questions:-**

- . Performance of the products with the highest and the lowest sales.
- . Performance of different stores of the company.
- . The years witnessing the highest and the lowest growth.
- . The condition of the inventory.
- . Trend of sales.

# **OVERVIEW OF THE DATASET**

**By looking at the different datasets of this project we can say that:**

- .There are 50 stores of this company located in 29 cities in Mexico with 4 distinct locations.
- .The company sells 5 categories of products: Toys, arts and crafts, Games, Sports and Outdoors, and Electronics having 35 types of products.

**Profitable Regions**

**Time Series Analysis**

**Sales Analysis(Category and Product)**

# Main points of the project

- ✓ KPIs to know whether the company is achieving its objective or not(have to use measures present in 2 different tables and then use them to calculate sales).
- ✓ The cumulative total of sales to understand the growth of the business.
- ✓ Finding out the special days and seasons during which sales are high.

## Approach adopted

- ✓ Analysis of the information in hand (about the variables) in Excel first.
- ✓ Presence of erroneous values of missing points.
- ✓ Creation of a date table to perform time intelligence functions.
- ✓ Data modelling and management of relationships (especially of the newly created table with others.)
- ✓ DAX functions – for profit, sales, running total, and usage of KPIs.



Art & Crafts

8635

Sum of Stock\_On\_Hand

Electronics

2418

Sum of Stock\_On\_Hand

Games

6155

Sum of Stock\_On\_Hand