

## ▼ Pokemon

### ▼ Introduction:

This time you will create the data.

#### Step 1. Import the necessary libraries

```
import pandas as pd
```

### ▼ Step 2. Create a data dictionary that looks like the DataFrame below


```
pokemon = pd.read_csv("https://gist.githubusercontent.com/armgilles/194bcff35001e7eb53a2a8b441e8b2c6/raw/92200bc0a673d5ce2110aaad4544ed6c4")
```

Nhấp đúp (hoặc nhấn Enter) để chỉnh sửa

### ▼ Step 3. Assign it to a variable called pokemon

[+ Mã](#)[+ Văn bản](#)

```
print(pokemon.head())
```




	#	Name	Type 1	Type 2	Total	HP	Attack	Defense	\
0	1	Bulbasaur	Grass	Poison	318	45	49	49	
1	2	Ivysaur	Grass	Poison	405	60	62	63	
2	3	Venusaur	Grass	Poison	525	80	82	83	
3	3	VenusaurMega Venusaur	Grass	Poison	625	80	100	123	
4	4	Charmander	Fire	NaN	309	39	52	43	

	Sp. Atk	Sp. Def	Speed	Generation	Legendary
0	65	65	45	1	False
1	80	80	60	1	False
2	100	100	80	1	False
3	122	120	80	1	False
4	60	50	65	1	False

```
print(pokemon.columns)
```



```
Index(['#', 'Name', 'Type 1', 'Type 2', 'Total', 'HP', 'Attack', 'Defense',  
      'Sp. Atk', 'Sp. Def', 'Speed', 'Generation', 'Legendary'],  
      dtype='object')
```

### ▼ Step 4. Ops...it seems the DataFrame columns are in alphabetical order. Place the order of the columns as name, type, hp, evolution, pokedex

```
pokemon = pokemon[['Name', 'Type 1', 'Type 2', 'Total', 'HP', 'Attack', 'Defense',]]
```

### ▼ Step 5. Add another column called place, and insert what you have in mind.

```
places = ['Forest', 'Mountain', 'Lake', 'Cave', 'Beach']  
pokemon['place'] = places * (len(pokemon) // len(places)) + places[:len(pokemon) % len(places)]
```

### ▼ Step 6. Present the type of each column

```
pokemon.dtypes
```



0

<b>Name</b>	object
<b>Type 1</b>	object
<b>Type 2</b>	object
<b>Total</b>	int64
<b>HP</b>	int64
<b>Attack</b>	int64
<b>Defense</b>	int64
<b>place</b>	object

**dtype:** object

✓ BONUS: Create your own question and answer it.

```
print("Danh sach cac loai Pokemon:")
print(pokemon['Type 1'].unique())
```



```
Danh sach cac loai Pokemon:
['Grass' 'Fire' 'Water' 'Bug' 'Normal' 'Poison' 'Electric' 'Ground'
 'Fairy' 'Fighting' 'Psychic' 'Rock' 'Ghost' 'Ice' 'Dragon' 'Dark' 'Steel'
 'Flying']
```

```
print(pokemon['Type 2'].unique())
```



```
['Poison' nan 'Flying' 'Dragon' 'Ground' 'Fairy' 'Grass' 'Fighting'
 'Psychic' 'Steel' 'Ice' 'Rock' 'Dark' 'Water' 'Electric' 'Fire' 'Ghost'
 'Bug' 'Normal']
```