

```
import pandas as pd
```

```
a=[1,3,5,7,9,2,4,6,8]
```

```
a1=pd.Series(a)
```

```
a1
```

```
0    1
1    3
2    5
3    7
4    9
5    2
6    4
7    6
8    8
```

```
dtype: int64
```

```
a1=[1,3,5,7,9,2,4,6,8]
```

```
a2=['a','b','c','d','e','f','g','h','i']
```

```
a3=pd.Series(a1,a2)
```

```
print(a3)
```

```
a3['b']
```

```
a    1
b    3
c    5
d    7
e    9
f    2
g    4
h    6
i    8
```

```
dtype: int64
```

```
3
```

```
Array1=[[1,3,5],[2,4,6]]
```

```
Array2=pd.Series(Array1)
```

```
Array2
```

```
0    [1, 3, 5]
1    [2, 4, 6]
```

```
dtype: object
```

```
dict1={'Orang':3,'Apples':4,'Mangoes':2,'Banana':12}
```

```
dict2=pd.Series(dict1)
```

```
dict2
```

```
Orang      3
Apples     4
Mangoes    2
```

```
Banana      12
dtype: int64
```

```
type(dict2)
```

```
pandas.core.series.Series
```

```
data ={'age':[23,33,12,45], 'name':['rahul','john','robert','sneha']}
data1=pd.DataFrame(data)
data1
```

```
   age  name
0   23  rahul
1   33   john
2   12 robert
3   45  sneha
```

```
data2=[[4,1900],[3,1600],[2,1100],[1,850]]
data3=pd.DataFrame(data2,columns=['No_of_bedrooms','Square_feet'])
data3
```

```
   No_of_bedrooms  Square_feet
0                4          1900
1                3          1600
2                2          1100
3                1           850
```

```
from google.colab import files
uploaded=files.upload()
```

```
<IPython.core.display.HTML object>
```

```
Saving League_of_Legends.csv to League_of_Legends (1).csv
```

```
from google.colab import files
uploaded=files.upload()
```

```
<IPython.core.display.HTML object>
```

```
Saving League_of_Legends.csv to League_of_Legends.csv
```

```
LOL=pd.read_csv('League_of_Legends.csv')
LOL
```

```
   gameId  blueWins  ...  redCSPerMin  redGoldPerMin
0  4519157822      0  ...      19.7          1656.7
1  4523371949      0  ...      24.0          1762.0
2  4521474530      0  ...      20.3          1728.5
3  4524384067      0  ...      23.5          1647.8
4  4436033771      0  ...      22.5          1740.4
...      ...      ...      ...      ...
9874  4527873286      1  ...      22.9          1524.6
9875  4527797466      1  ...      20.6          1545.6
```

9876	4527713716	0	...	26.1	1831.9
9877	4527628313	0	...	24.7	1529.8
9878	4523772935	1	...	20.1	1533.9

[9879 rows x 40 columns]

LOL.shape

(9879, 40)

LOL.mean()

gameId	4.500084e+09
blueWins	4.990384e-01
blueWardsPlaced	2.228829e+01
blueWardsDestroyed	2.824881e+00
blueFirstBlood	5.048082e-01
blueKills	6.183925e+00
blueDeaths	6.137666e+00
blueAssists	6.645106e+00
blueEliteMonsters	5.499544e-01
blueDragons	3.619800e-01
blueHeralds	1.879745e-01
blueTowersDestroyed	5.142221e-02
blueTotalGold	1.650346e+04
blueAvgLevel	6.916004e+00
blueTotalExperience	1.792811e+04
blueTotalMinionsKilled	2.166996e+02
blueTotalJungleMinionsKilled	5.050967e+01
blueGoldDiff	1.441411e+01
blueExperienceDiff	-3.362031e+01
blueCSPerMin	2.166996e+01
blueGoldPerMin	1.650346e+03
redWardsPlaced	2.236795e+01
redWardsDestroyed	2.723150e+00
redFirstBlood	4.951918e-01
redKills	6.137666e+00
redDeaths	6.183925e+00
redAssists	6.662112e+00
redEliteMonsters	5.731349e-01
redDragons	4.130985e-01
redHeralds	1.600364e-01
redTowersDestroyed	4.302055e-02
redTotalGold	1.648904e+04
redAvgLevel	6.925316e+00
redTotalExperience	1.796173e+04
redTotalMinionsKilled	2.173492e+02
redTotalJungleMinionsKilled	5.131309e+01
redGoldDiff	-1.441411e+01
redExperienceDiff	3.362031e+01
redCSPerMin	2.173492e+01

redGoldPerMin 1.648904e+03  
dtype: float64

LOL.median()

gameId	4.510920e+09
blueWins	0.000000e+00
blueWardsPlaced	1.600000e+01
blueWardsDestroyed	3.000000e+00
blueFirstBlood	1.000000e+00
blueKills	6.000000e+00
blueDeaths	6.000000e+00
blueAssists	6.000000e+00
blueEliteMonsters	0.000000e+00
blueDragons	0.000000e+00
blueHeralds	0.000000e+00
blueTowersDestroyed	0.000000e+00
blueTotalGold	1.639800e+04
blueAvgLevel	7.000000e+00
blueTotalExperience	1.795100e+04
blueTotalMinionsKilled	2.180000e+02
blueTotalJungleMinionsKilled	5.000000e+01
blueGoldDiff	1.400000e+01
blueExperienceDiff	-2.800000e+01
blueCSPerMin	2.180000e+01
blueGoldPerMin	1.639800e+03
redWardsPlaced	1.600000e+01
redWardsDestroyed	2.000000e+00
redFirstBlood	0.000000e+00
redKills	6.000000e+00
redDeaths	6.000000e+00
redAssists	6.000000e+00
redEliteMonsters	0.000000e+00
redDragons	0.000000e+00
redHeralds	0.000000e+00
redTowersDestroyed	0.000000e+00
redTotalGold	1.637800e+04
redAvgLevel	7.000000e+00
redTotalExperience	1.797400e+04
redTotalMinionsKilled	2.180000e+02
redTotalJungleMinionsKilled	5.100000e+01
redGoldDiff	-1.400000e+01
redExperienceDiff	2.800000e+01
redCSPerMin	2.180000e+01
redGoldPerMin	1.637800e+03

dtype: float64

LOL.std()

gameId	2.757328e+07
blueWins	5.000244e-01

blueWardsPlaced	1.801918e+01
blueWardsDestroyed	2.174998e+00
blueFirstBlood	5.000022e-01
blueKills	3.011028e+00
blueDeaths	2.933818e+00
blueAssists	4.064520e+00
blueEliteMonsters	6.255265e-01
blueDragons	4.805974e-01
blueHeralds	3.907116e-01
blueTowersDestroyed	2.443692e-01
blueTotalGold	1.535447e+03
blueAvgLevel	3.051458e-01
blueTotalExperience	1.200524e+03
blueTotalMinionsKilled	2.185844e+01
blueTotalJungleMinionsKilled	9.898282e+00
blueGoldDiff	2.453349e+03
blueExperienceDiff	1.920370e+03
blueCSPerMin	2.185844e+00
blueGoldPerMin	1.535447e+02
redWardsPlaced	1.845743e+01
redWardsDestroyed	2.138356e+00
redFirstBlood	5.000022e-01
redKills	2.933818e+00
redDeaths	3.011028e+00
redAssists	4.060612e+00
redEliteMonsters	6.264816e-01
redDragons	4.924151e-01
redHeralds	3.666584e-01
redTowersDestroyed	2.168999e-01
redTotalGold	1.490888e+03
redAvgLevel	3.053114e-01
redTotalExperience	1.198584e+03
redTotalMinionsKilled	2.191167e+01
redTotalJungleMinionsKilled	1.002788e+01
redGoldDiff	2.453349e+03
redExperienceDiff	1.920370e+03
redCSPerMin	2.191167e+00
redGoldPerMin	1.490888e+02
dtype:	float64

LOL.info(10)

<class 'pandas.core.frame.DataFrame'>

RangeIndex: 9879 entries, 0 to 9878

Data columns (total 40 columns):

#	Column	Non-Null Count	Dtype
0	gameId	9879 non-null	int64
1	blueWins	9879 non-null	int64
2	blueWardsPlaced	9879 non-null	int64
3	blueWardsDestroyed	9879 non-null	int64

4	blueFirstBlood	9879	non-null	int64
5	blueKills	9879	non-null	int64
6	blueDeaths	9879	non-null	int64
7	blueAssists	9879	non-null	int64
8	blueEliteMonsters	9879	non-null	int64
9	blueDragons	9879	non-null	int64
10	blueHeralds	9879	non-null	int64
11	blueTowersDestroyed	9879	non-null	int64
12	blueTotalGold	9879	non-null	int64
13	blueAvgLevel	9879	non-null	float64
14	blueTotalExperience	9879	non-null	int64
15	blueTotalMinionsKilled	9879	non-null	int64
16	blueTotalJungleMinionsKilled	9879	non-null	int64
17	blueGoldDiff	9879	non-null	int64
18	blueExperienceDiff	9879	non-null	int64
19	blueCSPerMin	9879	non-null	float64
20	blueGoldPerMin	9879	non-null	float64
21	redWardsPlaced	9879	non-null	int64
22	redWardsDestroyed	9879	non-null	int64
23	redFirstBlood	9879	non-null	int64
24	redKills	9879	non-null	int64
25	redDeaths	9879	non-null	int64
26	redAssists	9879	non-null	int64
27	redEliteMonsters	9879	non-null	int64
28	redDragons	9879	non-null	int64
29	redHeralds	9879	non-null	int64
30	redTowersDestroyed	9879	non-null	int64
31	redTotalGold	9879	non-null	int64
32	redAvgLevel	9879	non-null	float64
33	redTotalExperience	9879	non-null	int64
34	redTotalMinionsKilled	9879	non-null	int64
35	redTotalJungleMinionsKilled	9879	non-null	int64
36	redGoldDiff	9879	non-null	int64
37	redExperienceDiff	9879	non-null	int64
38	redCSPerMin	9879	non-null	float64
39	redGoldPerMin	9879	non-null	float64

dtypes: float64(6), int64(34)

memory usage: 3.0 MB

L0L.describe()

	gameId	blueWins	...	redCSPerMin	redGoldPerMin
count	9.879000e+03	9879.000000	...	9879.000000	9879.000000
mean	4.500084e+09	0.499038	...	21.734923	1648.904140
std	2.757328e+07	0.500024	...	2.191167	149.088841
min	4.295358e+09	0.000000	...	10.700000	1121.200000
25%	4.483301e+09	0.000000	...	20.300000	1542.750000
50%	4.510920e+09	0.000000	...	21.800000	1637.800000
75%	4.521733e+09	1.000000	...	23.300000	1741.850000
max	4.527991e+09	1.000000	...	28.900000	2273.200000

```
[8 rows x 40 columns]
```

```
LOL.head()
```

	gameId	blueWins	...	redCSPerMin	redGoldPerMin
0	4519157822	0	...	19.7	1656.7
1	4523371949	0	...	24.0	1762.0
2	4521474530	0	...	20.3	1728.5
3	4524384067	0	...	23.5	1647.8
4	4436033771	0	...	22.5	1740.4

```
[5 rows x 40 columns]
```

```
LOL.tail()
```

	gameId	blueWins	...	redCSPerMin	redGoldPerMin
9874	4527873286	1	...	22.9	1524.6
9875	4527797466	1	...	20.6	1545.6
9876	4527713716	0	...	26.1	1831.9
9877	4527628313	0	...	24.7	1529.8
9878	4523772935	1	...	20.1	1533.9

```
[5 rows x 40 columns]
```

```
LOL.columns
```

```
Index(['gameId', 'blueWins', 'blueWardsPlaced', 'blueWardsDestroyed',  
      'blueFirstBlood', 'blueKills', 'blueDeaths', 'blueAssists',  
      'blueEliteMonsters', 'blueDragons', 'blueHeralds',  
      'blueTowersDestroyed', 'blueTotalGold', 'blueAvgLevel',  
      'blueTotalExperience', 'blueTotalMinionsKilled',  
      'blueTotalJungleMinionsKilled', 'blueGoldDiff',  
      'blueExperienceDiff',  
      'blueCSPerMin', 'blueGoldPerMin', 'redWardsPlaced',  
      'redWardsDestroyed',  
      'redFirstBlood', 'redKills', 'redDeaths', 'redAssists',  
      'redEliteMonsters', 'redDragons', 'redHeralds',  
      'redTowersDestroyed',  
      'redTotalGold', 'redAvgLevel', 'redTotalExperience',  
      'redTotalMinionsKilled', 'redTotalJungleMinionsKilled',  
      'redGoldDiff',  
      'redExperienceDiff', 'redCSPerMin', 'redGoldPerMin'],  
      dtype='object')
```

```
LOL.max()
```

gameId	4.527991e+09
blueWins	1.000000e+00
blueWardsPlaced	2.500000e+02
blueWardsDestroyed	2.700000e+01
blueFirstBlood	1.000000e+00

blueKills	2.200000e+01
blueDeaths	2.200000e+01
blueAssists	2.900000e+01
blueEliteMonsters	2.000000e+00
blueDragons	1.000000e+00
blueHeralds	1.000000e+00
blueTowersDestroyed	4.000000e+00
blueTotalGold	2.370100e+04
blueAvgLevel	8.000000e+00
blueTotalExperience	2.222400e+04
blueTotalMinionsKilled	2.830000e+02
blueTotalJungleMinionsKilled	9.200000e+01
blueGoldDiff	1.146700e+04
blueExperienceDiff	8.348000e+03
blueCSPerMin	2.830000e+01
blueGoldPerMin	2.370100e+03
redWardsPlaced	2.760000e+02
redWardsDestroyed	2.400000e+01
redFirstBlood	1.000000e+00
redKills	2.200000e+01
redDeaths	2.200000e+01
redAssists	2.800000e+01
redEliteMonsters	2.000000e+00
redDragons	1.000000e+00
redHeralds	1.000000e+00
redTowersDestroyed	2.000000e+00
redTotalGold	2.273200e+04
redAvgLevel	8.200000e+00
redTotalExperience	2.226900e+04
redTotalMinionsKilled	2.890000e+02
redTotalJungleMinionsKilled	9.200000e+01
redGoldDiff	1.083000e+04
redExperienceDiff	9.333000e+03
redCSPerMin	2.890000e+01
redGoldPerMin	2.273200e+03
dtype:	float64

LOL.min()

gameId	4.295358e+09
blueWins	0.000000e+00
blueWardsPlaced	5.000000e+00
blueWardsDestroyed	0.000000e+00
blueFirstBlood	0.000000e+00
blueKills	0.000000e+00
blueDeaths	0.000000e+00
blueAssists	0.000000e+00
blueEliteMonsters	0.000000e+00
blueDragons	0.000000e+00
blueHeralds	0.000000e+00
blueTowersDestroyed	0.000000e+00



blueTotalGold	1.073000e+04
blueAvgLevel	4.600000e+00
blueTotalExperience	1.009800e+04
blueTotalMinionsKilled	9.000000e+01
blueTotalJungleMinionsKilled	0.000000e+00
blueGoldDiff	-1.083000e+04
blueExperienceDiff	-9.333000e+03
blueCSPerMin	9.000000e+00
blueGoldPerMin	1.073000e+03
redWardsPlaced	6.000000e+00
redWardsDestroyed	0.000000e+00
redFirstBlood	0.000000e+00
redKills	0.000000e+00
redDeaths	0.000000e+00
redAssists	0.000000e+00
redEliteMonsters	0.000000e+00
redDragons	0.000000e+00
redHeralds	0.000000e+00
redTowersDestroyed	0.000000e+00
redTotalGold	1.121200e+04
redAvgLevel	4.800000e+00
redTotalExperience	1.046500e+04
redTotalMinionsKilled	1.070000e+02
redTotalJungleMinionsKilled	4.000000e+00
redGoldDiff	-1.146700e+04
redExperienceDiff	-8.348000e+03
redCSPerMin	1.070000e+01
redGoldPerMin	1.121200e+03
dtype: float64	

LOL.sum()

gameId	4.445633e+13
blueWins	4.930000e+03
blueWardsPlaced	2.201860e+05
blueWardsDestroyed	2.790700e+04
blueFirstBlood	4.987000e+03
blueKills	6.109100e+04
blueDeaths	6.063400e+04
blueAssists	6.564700e+04
blueEliteMonsters	5.433000e+03
blueDragons	3.576000e+03
blueHeralds	1.857000e+03
blueTowersDestroyed	5.080000e+02
blueTotalGold	1.630376e+08
blueAvgLevel	6.832320e+04
blueTotalExperience	1.771118e+08
blueTotalMinionsKilled	2.140775e+06
blueTotalJungleMinionsKilled	4.989850e+05
blueGoldDiff	1.423970e+05
blueExperienceDiff	-3.321350e+05

```

blueCSPerMin      2.140775e+05
blueGoldPerMin    1.630376e+07
redWardsPlaced    2.209730e+05
redWardsDestroyed 2.690200e+04
redFirstBlood     4.892000e+03
redKills          6.063400e+04
redDeaths         6.109100e+04
redAssists        6.581500e+04
redEliteMonsters  5.662000e+03
redDragons        4.081000e+03
redHeralds        1.581000e+03
redTowersDestroyed 4.250000e+02
redTotalGold      1.628952e+08
redAvgLevel       6.841520e+04
redTotalExperience 1.774439e+08
redTotalMinionsKilled 2.147193e+06
redTotalJungleMinionsKilled 5.069220e+05
redGoldDiff       -1.423970e+05
redExperienceDiff 3.321350e+05
redCSPerMin       2.147193e+05
redGoldPerMin     1.628952e+07
dtype: float64

```

```
LOL.mode()
```

```

      gameId  blueWins  ...  redCSPerMin  redGoldPerMin
0    4295358071      0.0  ...         21.5         1607.4
1    4296004784      NaN  ...          NaN          NaN
2    4296036692      NaN  ...          NaN          NaN
3    4296354535      NaN  ...          NaN          NaN
4    4297209068      NaN  ...          NaN          NaN
...         ...      ...      ...
9874  4527898486      NaN  ...          NaN          NaN
9875  4527908858      NaN  ...          NaN          NaN
9876  4527909697      NaN  ...          NaN          NaN
9877  4527960459      NaN  ...          NaN          NaN
9878  4527990640      NaN  ...          NaN          NaN

```

```
[9879 rows x 40 columns]
```

```
LOL.head(16)
```

```

      gameId  blueWins  ...  redCSPerMin  redGoldPerMin
0    4519157822      0  ...         19.7         1656.7
1    4523371949      0  ...         24.0         1762.0
2    4521474530      0  ...         20.3         1728.5
3    4524384067      0  ...         23.5         1647.8
4    4436033771      0  ...         22.5         1740.4
5    4475365709      1  ...         22.1         1520.1
6    4493010632      1  ...         16.4         1446.3
7    4496759358      0  ...         15.7         1792.0

```

8	4443048030	0	...	24.0	1838.0
9	4509433346	1	...	24.7	1660.5
10	4452162573	0	...	21.6	1514.3
11	4453038156	0	...	18.8	1820.0
12	4515594785	1	...	24.0	1459.1
13	4524924257	0	...	22.9	1839.3
14	4516505202	1	...	24.2	1619.2
15	4482120064	0	...	23.7	1701.1

[16 rows x 40 columns]

LOL.tail(15)

	gameId	blueWins	...	redCSPerMin	redGoldPerMin
9864	4527898486	1	...	20.2	1524.0
9865	4527885240	1	...	21.5	1672.2
9866	4527780032	1	...	19.7	1393.3
9867	4527908858	0	...	25.1	1563.4
9868	4527960459	1	...	20.3	1393.6
9869	4527875317	0	...	18.7	1831.9
9870	4527811425	1	...	20.2	1494.9
9871	4527715781	0	...	24.8	1585.8
9872	4527650398	1	...	21.6	1639.9
9873	4527878058	1	...	19.7	1593.4
9874	4527873286	1	...	22.9	1524.6
9875	4527797466	1	...	20.6	1545.6
9876	4527713716	0	...	26.1	1831.9
9877	4527628313	0	...	24.7	1529.8
9878	4523772935	1	...	20.1	1533.9

[15 rows x 40 columns]

**New Section**