

Subject: Data Analysis Tools for Analytics – Assignment 3

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Step 1: Create two table (one for sports games and one for shooter games) displaying the average critic score.

Average critic score for sports games

```
1 SELECT AVG(Critic_Score) AS sports_critic_scofre
2 FROM Sales
3 WHERE Genre LIKE "%Sports%";
```

✓ Execute

Save As

Insert UDF ▾

Visual Explain

RESULTS

LOG

VISUAL EXPLAIN

TEZ UI

Filter columns

sports_critic_scofre

71.84267782426778

Average critic score for shooter games


```
1 SELECT AVG(Critic_Score) AS sports_critic_scofre
2 FROM Sales
3 WHERE Genre LIKE "%Shooter%";
```

✓ Execute

Save As

Insert UDF ▼

Visual Explain

 RESULTS

 LOG

 VISUAL EXPLAIN

 TEZ UI

Filter columns

sports_critic_scofre

70.16932907348243

Step 2: Create three statistics tables for the global sales; one for all games, one for sports games and one for shooter games.

All games avg, min, max for global sales

```
1 SELECT AVG(Global_Sales) AS average_global_sales, MIN(Global_Sales) AS min_global_sales,  
2 MAX(Global_Sales) AS max_global_sales  
3 FROM Sales
```

✓ Execute

Save As

Insert UDF ▾

Visual Explain

RESULTS

LOG

VISUAL EXPLAIN

TEZ UI

Filter columns

✕

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average_global_sales	min_global_sales	max_global_sales
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0.5318846820078634	0.0	82.53
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Sports games avg, min, max for global sales

```
1 SELECT AVG(Global_Sales) AS average_global_sales, MIN(Global_Sales) AS min_global_sales,  
2 MAX(Global_Sales) AS max_global_sales  
3 FROM Sales  
4 WHERE Genre LIKE "%Sports%";
```

✓ Execute

Save As

Insert UDF ▾

Visual Explain

RESULTS

LOG

VISUAL EXPLAIN

TEZ UI

Filter columns

✕

average_global_sales	min_global_sales	max_global_sales
0.5680930030654556	0.0	82.53

Shooter games, avg, min, max for global sales

```
1 SELECT AVG(Global_Sales) AS average_global_sales, MIN(Global_Sales) AS min_global_sales,  
2 MAX(Global_Sales) AS max_global_sales  
3 FROM Sales  
4 WHERE Genre LIKE "%Shooter%";
```

✓ Execute

Save As

Insert UDF ▾

Visual Explain

RESULTS

LOG

VISUAL EXPLAIN

TEZ UI

Filter columns


✕


average_global_sales	min_global_sales	max_global_sales
0.8003743302057134	0.01	28.31

Step 3: Create two tables (one for sports games and one for shooter games) for global sales and the number matching that global sales amount.


Tables for sports games for global sales and the number matching that global sales amount


```
1 SELECT Global_Sales, COUNT(Global_Sales) AS count FROM Sales
2 WHERE Genre LIKE "%Sports%"
3 GROUP BY Global_Sales;
```


 Execute


 Save As


Insert UDF ▾


 Visual Explain

 **RESULTS**

 LOG

 VISUAL EXPLAIN

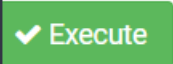
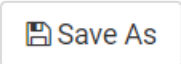

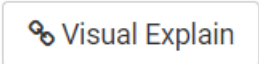
 TEZ UI



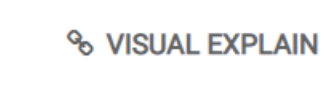

Filter columns 


global_sales	count
0.05	76
0.07	54
0.08	64
0.09	58
0.1	54
0.11	58
0.14	50
0.15	43
0.17	47
0.21	40
0.23	36
0.24	24

Tables for shooter games for global sales and the number matching that global sales amount

```
1 SELECT Global_Sales, COUNT(Global_Sales) AS count FROM Sales
2 WHERE Genre LIKE "%Shooter%"
3 GROUP BY Global_Sales;
```

Filter columns 

global_sales	count
0.05	47
0.07	31
0.08	39
0.09	28
0.1	26
0.11	37
0.14	22
0.15	19
0.17	17
0.21	16
0.23	12
0.24	13