***Module 1 Challenge Report:***

1. Opened a new Excel sheet and created 3 new sheets. One for Kickstarter sheet, One for Outcomes Based on Goals, and one for outcome Based on Launch.
2. Copy the Kickstarter data from original file provided during the Module 1 Exercise.
3. First typed below headings in the columns into Sheet Outcomes Based on Goals. That will create 8 columns.

* Goal
* Number Successful
* Number Failed
* Number Canceled
* Total Projects
* Percentage Successful
* Percentage Failed
* Percentage Canceled

1. Entered the given data for Goal and created 12 rows.

Less Than 1000

1000 to 4999

5000 to 9999

10000 to 14999

15000 to 19999

20000 to 24999

25000 to 29999

30000 to 34999

35000 to 39999

40000 to 44999

45000 to 49999

Greater than 50000

1. To find the Number of successful, Failed, and Canceled Plays from Kickstarter data, used the Function “COUNTIFS” in Excel.

COUNTIFS(criteria\_range1, criteria1, [criteria\_range2, criteria2]…)

1. For Total projects Added the Successful, Failed, and Canceled column. (Column B+C+D)
2. To find the percentage successful, Failed, and Canceled divide then with total Projects. (with column E).
3. Selected the Goal, Percentage Successful, Percentage Failed, and Percentage Canceled COLUMN to create a line chart. Note: CHANGE THE CHART TITAL.
4. Create the PIVOT TABLE.
   1. **Filter** 
      1. Added the Parent Category and Years.
   2. **Column:** 
      1. Added the Outcomes.
   3. **Rows:**
      1. Added the Data created.
   4. **Values**
      1. Added the Count of outcomes.
5. Change the colors in the graph and removed the Live bar from the graph.
6. Finally, upload all the data onto Github.