

```
import pandas as pd
```

```
from google.colab import drive  
drive.mount('/content/drive')
```

```
Drive already mounted at /content/drive; to attempt to forcibly remount, call drive.mount("/content/drive", force_remount=True)
```

```
file_path = '/content/drive/MyDrive/aimllab/p.csv'  
df = pd.read_csv(file_path)
```

```
df.shape
```

```
(801, 41)
```

```
df.info()
```

```
<class 'pandas.core.frame.DataFrame'>  
RangeIndex: 801 entries, 0 to 800  
Data columns (total 41 columns):  
 #   Column           Non-Null Count  Dtype     
---  --  
 0   abilities        801 non-null    object    
 1   against_bug      801 non-null    float64  
 2   against_dark     801 non-null    float64  
 3   against_dragon   801 non-null    float64  
 4   against_electric 801 non-null    float64  
 5   against_fairy    801 non-null    float64  
 6   against_fight    801 non-null    float64  
 7   against_fire     801 non-null    float64  
 8   against_flying   801 non-null    float64  
 9   against_ghost    801 non-null    float64  
 10  against_grass    801 non-null    float64  
 11  against_ground   801 non-null    float64  
 12  against_ice      801 non-null    float64  
 13  against_normal   801 non-null    float64  
 14  against_poison   801 non-null    float64  
 15  against_psychic  801 non-null    float64  
 16  against_rock     801 non-null    float64  
 17  against_steel    801 non-null    float64  
 18  against_water   801 non-null    float64  
 19   attack          801 non-null    int64     
 20  base_egg_steps   801 non-null    int64     
 21  base_happiness   801 non-null    int64     
 22  base_total       801 non-null    int64     
 23  capture_rate     801 non-null    object    
 24  classification   801 non-null    object    
 25  defense          801 non-null    int64     
 26  experience_growth 801 non-null    int64     
 27  height_m         781 non-null    float64  
 28   hp              801 non-null    int64     
 29  japanese_name    801 non-null    object    
 30   name             801 non-null    object    
 31  percentage_male  703 non-null    float64  
 32  pokedex_number   801 non-null    int64     
 33  sp_attack        801 non-null    int64     
 34  sp_defense       801 non-null    int64     
 35   speed            801 non-null    int64     
 36  type1            801 non-null    object    
 37  type2            417 non-null    object    
 38  weight_kg        781 non-null    float64  
 39  generation        801 non-null    int64     
 40  is_legendary     801 non-null    int64     
dtypes: float64(21), int64(13), object(7)  
memory usage: 256.7+ KB
```

```
df.isnull().sum()
```

	0
abilities	0
against_bug	0
against_dark	0
against_dragon	0
against_electric	0
against_fairy	0
against_fight	0
against_fire	0
against_flying	0
against_ghost	0
against_grass	0
against_ground	0
against_ice	0
against_normal	0
against_poison	0
against_psychic	0
against_rock	0
against_steel	0
against_water	0
attack	0
base_egg_steps	0
base_happiness	0
base_total	0
capture_rate	0
classification	0
defense	0
experience_growth	0
height_m	20
hp	0
japanese_name	0
name	0

```
df = df.dropna(axis = 0)
```

pokedex_number	0
df.isnull().sum()	
sp_defense	0
speed	0
type1	0
type2	384
weight_kg	20
generation	0
is_legendary	0

dtype: int64

	0
abilities	0
against_bug	0
against_dark	0
against_dragon	0
against_electric	0
against_fairy	0
against_fight	0
against_fire	0
against_flying	0
against_ghost	0
against_grass	0
against_ground	0
against_ice	0
against_normal	0
against_poison	0
against_psychic	0

```
data = df.drop(labels=[1,15,20], axis = 0)
against_stee 0
data = data.drop(range(40,50),axis = 0, errors='ignore')
```

```
data = df.drop(0)
-----  
base_happiness 0
base_total 0
capture_rate 0
classification 0
```