Percentage of Apps adopting at least one AT protection

Percentage (y-axis): 0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100

Categories (x-axis): game simulation, game action, game casino, game racing, game puzzle, game casual, beauty, dating, game trivia, game music, game word, game adventure, art and design, game role playing, personalization, game strategy, comics, game arcade, social, game sports, photography, game card, lifestyle, auto and vehicles, family pretend, family create, game educational, family, parenting, family action, health and fitness, food and drink, game board, entertainment, family education, family braingames, average, news and magazines, shopping, video players, sports, house and home, music and audio, family musicvideo, android wear, events, weather, education, tools, travel and local, communication, maps and navigation, productivity, business, finance, books and reference, medical, libraries and demo