

INTRO:

Google Play Store is a digital distribution service operated and developed by Google.

It serves as the official app store for certified devices running on the Android operating system, allowing users to browse and download apps.

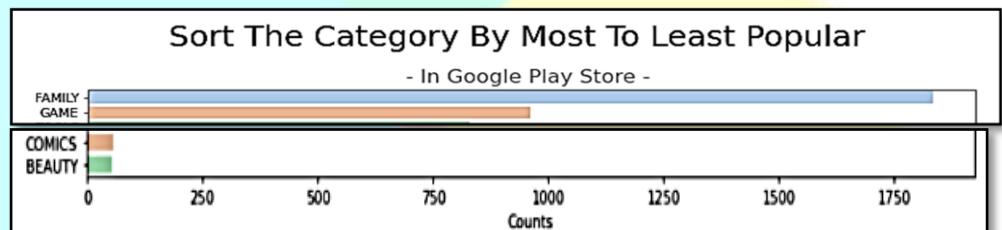
PROCESS :

- 1- Data Exploration
- 2- Data Preprocessing
 - Handling Duplicated Records
 - Handling Null Values
 - Handling Outliers Values
- 3- Exploratory Data Analysis (EDA)
- 4- Data Encoding
- 5- Data Separation
- 6- Build Machine Learning Models

GOALS& RESULTS :

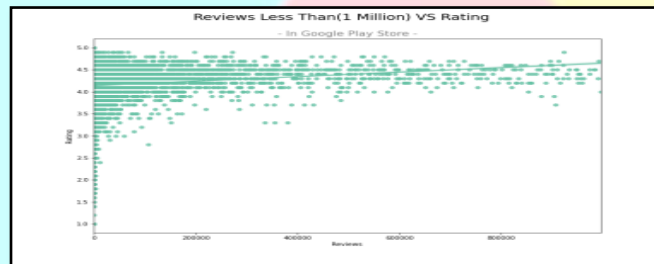
1-What Is The Most And Least Popular Category In Google Play Store ?

The Most Popular Apps Category Are Family & Games ,And The least Are Comics & Beauty



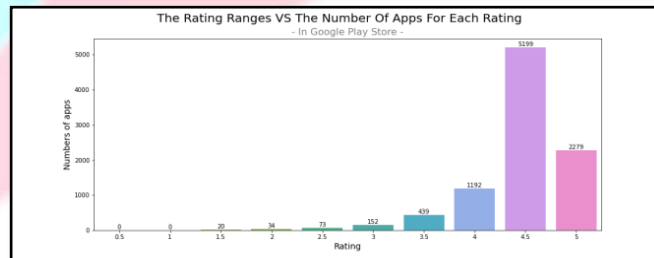
2- Is There A Relationship Between Apps Reviews And Rating In Google Play Store ?

Yes ,There Is A **Positive** Relation



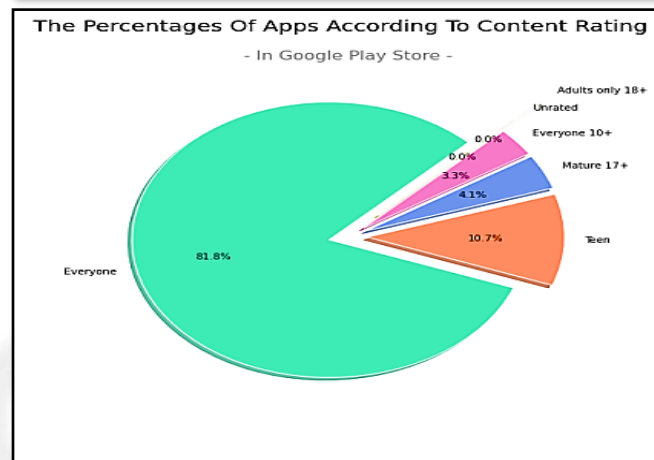
3- What Is The Most Frequently Used Value For Rating Apps In Google Play Store ?

The Most Frequent Value To Rating The Apps Is 4.5 With 5199 App



4- What Is The Kind Of Content Rating That Most Apps Belong To In ?

Almost All The Apps Target **Everyone**, With A Ratio Of (81.8%)



MODEL RESULT:

- Linear Regression Model:

- R2 Score: 0.93
- MAE: 32.8
- MSE: 24.0
- RMSE: 1.08

- GridSearch CV :

All The Result Unchanged

- Baseline Model :

- MAE: 82.3

TECHNOLOGIES:



Email: Alamri.shim@gmail.com

Project On GitHub: <https://github.com/ShaimaM/GooglePlayStoreApps/blob/main/README.md#Results>