

## Probability density function:

- Importing the libraries
- Using `kde=True` which means kernel density, for getting a curve and assigning color for it
- To draw a vertical line using `axvline` which means Axis vertical line by getting start range and end range, assigning color for it
- To calculate mean and standard deviation by using `mean()` and `std()` function
- For normal distribution using `norm` function mean and std as input given the pattern is trained and distributed
- Using inliner function list created by the values obtained with start range and end range
- To finding probabilities, `pdf` is a function is used here values passed and finally getting the summation of probabilities