```
In [18]: # This Python 3 environment comes with many helpful analytics libraries instal
         # It is defined by the kaggle/python Docker image: https://github.com/kaggle/d
         ocker-python
         # For example, here's several helpful packages to load
         import warnings
         import matplotlib.pyplot as plt
         warnings.filterwarnings("ignore")
         import seaborn as sns
         import numpy as np # linear algebra
         import pandas as pd # data processing, CSV file I/O (e.g. pd.read csv)
         # Input data files are available in the read-only "../input/" directory
         # For example, running this (by clicking run or pressing Shift+Enter) will lis
         t all files under the input directory
         import os
         for dirname, _, filenames in os.walk('/kaggle/input'):
             for filename in filenames:
                 print(os.path.join(dirname, filename))
         # You can write up to 20GB to the current directory (/kaggle/working/) that ge
         ts preserved as output when you create a version using "Save & Run All"
         # You can also write temporary files to /kaqqle/temp/, but they won't be saved
         outside of the current session
```

/kaggle/input/pokemon/pokemon.csv

```
In [19]: df = pd.read_csv("/kaggle/input/pokemon/pokemon.csv")
    df.head(3)
```

Out[19]:

| | abilities | against_bug | against_dark | against_dragon | against_electric | against_fairy | against |
|---|--------------------------------|-------------|--------------|----------------|------------------|---------------|---------|
| 0 | ['Overgrow', 'Chlorophyll'] | 1.0 | 1.0 | 1.0 | 0.5 | 0.5 | |
| 1 | ['Overgrow', 'Chlorophyll'] | 1.0 | 1.0 | 1.0 | 0.5 | 0.5 | |
| 2 | ['Overgrow', 'Chlorophyll'] | 1.0 | 1.0 | 1.0 | 0.5 | 0.5 | |

3 rows × 41 columns

In [20]: | df.generation.unique()

Out[20]: array([1, 2, 3, 4, 5, 6, 7])

In [21]: #df.abilities.unique()

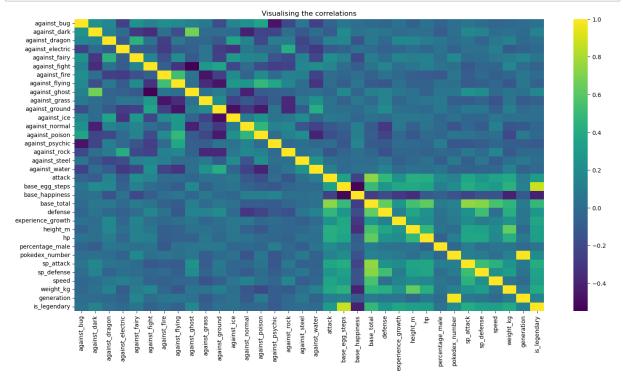
```
df.isna().sum()
In [22]:
Out[22]: abilities
                                  0
                                  0
          against_bug
          against_dark
                                  0
                                  0
          against_dragon
          against electric
                                  0
          against_fairy
                                  0
          against fight
                                  0
          against_fire
                                  0
          against_flying
                                  0
                                  0
          against_ghost
          against_grass
                                  0
          against_ground
                                  0
          against ice
                                  0
                                  0
          against_normal
          against_poison
                                  0
          against_psychic
                                  0
          against_rock
                                  0
          against_steel
                                  0
          against_water
                                  0
          attack
          base_egg_steps
                                  0
                                  0
          base_happiness
                                  0
          base_total
                                  0
          capture rate
          classfication
                                  0
          defense
                                  0
          experience_growth
                                  0
         height_m
                                 20
          hp
                                  0
                                  0
          japanese_name
          name
                                  0
          percentage_male
                                 98
          pokedex_number
                                  0
          sp_attack
                                  0
                                  0
          sp defense
          speed
                                  0
          type1
                                  0
          type2
                                384
         weight_kg
                                 20
          generation
                                  0
          is_legendary
                                  0
          dtype: int64
In [23]: df.shape
Out[23]: (801, 41)
```

```
In [24]: # creating dataframe for columns to vizuallize
data = df[['type1','type2','attack','defense','speed']]
data
```

Out[24]:

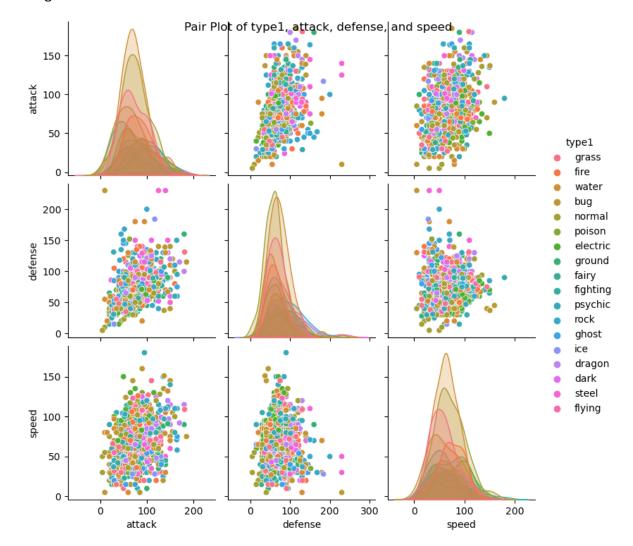
| | type1 | type2 | attack | defense | speed |
|-----|---------|--------|--------|---------|-------|
| 0 | grass | poison | 49 | 49 | 45 |
| 1 | grass | poison | 62 | 63 | 60 |
| 2 | grass | poison | 100 | 123 | 80 |
| 3 | fire | NaN | 52 | 43 | 65 |
| 4 | fire | NaN | 64 | 58 | 80 |
| | | | | | |
| 796 | steel | flying | 101 | 103 | 61 |
| 797 | grass | steel | 181 | 131 | 109 |
| 798 | dark | dragon | 101 | 53 | 43 |
| 799 | psychic | NaN | 107 | 101 | 79 |
| 800 | steel | fairy | 95 | 115 | 65 |

801 rows × 5 columns



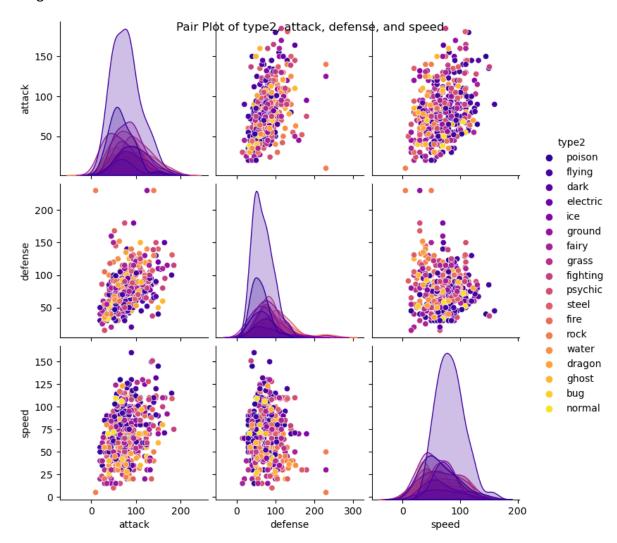
```
In [26]: temp = df[['type1', 'type2', 'attack', 'defense', 'speed']]
    plt.figure(figsize=(20,20))
    sns.pairplot(temp,hue='type1')
    plt.suptitle('Pair Plot of type1, attack, defense, and speed')
    plt.show()
```

<Figure size 2000x2000 with 0 Axes>



```
In [27]: plt.figure(figsize=(20,20))
    sns.pairplot(temp,hue='type2',palette='plasma')
    plt.suptitle('Pair Plot of type2, attack, defense, and speed')
    plt.show()
```

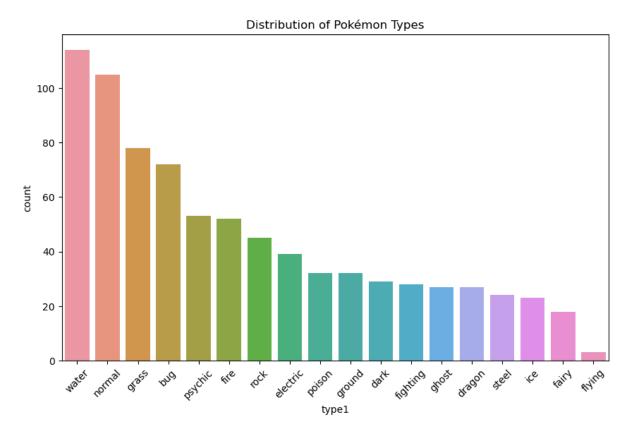
<Figure size 2000x2000 with 0 Axes>



Task 2

```
In [28]: # 1. Distribution of Pokémon types and the most common type
    type_counts = df['type1'].value_counts()
    most_common_type = type_counts.idxmax()
    print("Most Common Pokémon Type:", most_common_type)
    plt.figure(figsize=(10, 6))
    sns.countplot(data=df, x='type1', order=type_counts.index)
    plt.title("Distribution of Pokémon Types")
    plt.xticks(rotation=45)
    plt.show()
```

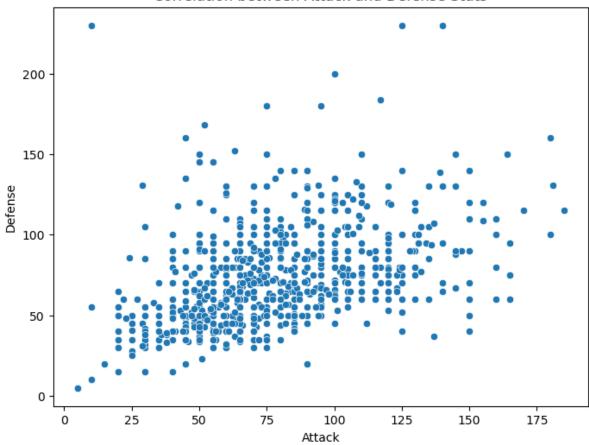
Most Common Pokémon Type: water



```
In [29]: print(df.columns)
```

```
In [30]: plt.figure(figsize=(8, 6))
    sns.scatterplot(data=df, x='attack', y='defense')
    plt.title("Correlation between Attack and Defense Stats")
    plt.xlabel('Attack')
    plt.ylabel('Defense')
    plt.show()
```

Correlation between Attack and Defense Stats



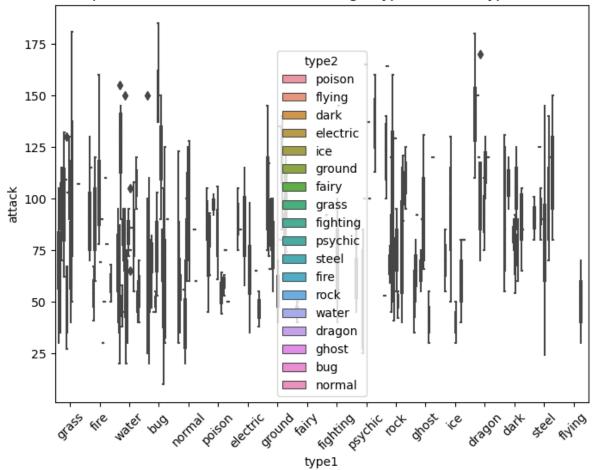
```
In []:

## Pair Plot of type1, attack, defense, and speed
# plt.figure(figsize=(20, 20))
# sns.pairplot(data, hue='type1')
# plt.suptitle('Pair Plot of type1, attack, defense, and speed')
# plt.show()

## Pair Plot of type2, attack, defense, and speed
# plt.figure(figsize=(20, 20))
# sns.pairplot(data, hue='type2', palette='plasma')
# plt.suptitle('Pair Plot of type2, attack, defense, and speed')
# plt.show()
```

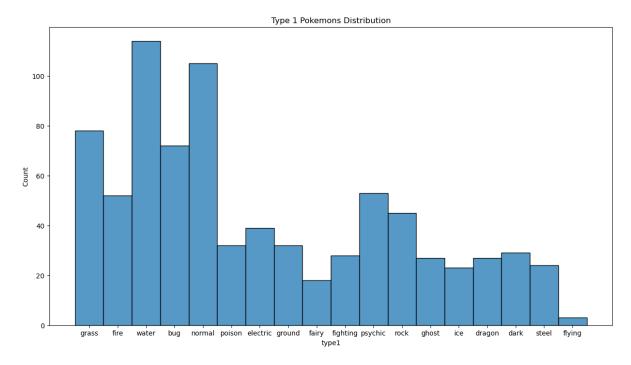
```
In [46]: # 2. Compare Attack and Defense stats of single-type and dual-type Pokémon
    plt.figure(figsize=(8, 6))
    sns.boxplot(data=df, x='type1', y='attack', hue='type2')
    plt.title("Comparison of Attack Stats between Single-Type and Dual-Type Pokémo
    n")
    plt.xticks(rotation=45)
    plt.legend(title='type2')
    plt.show()
```





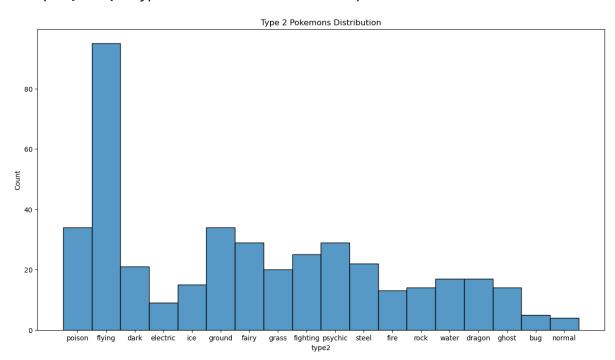
```
In [35]: # What are the different primary and secondary type of Pokemon's and how many
    of each type is there in the dataset? [Visualize]
    plt.figure(figsize=(15,8)) #FOR PRIMARY TYPE i.e TYPE 1
    sns.histplot(x='type1',data=df)
    plt.title('Type 1 Pokemons Distribution')
```

Out[35]: Text(0.5, 1.0, 'Type 1 Pokemons Distribution')



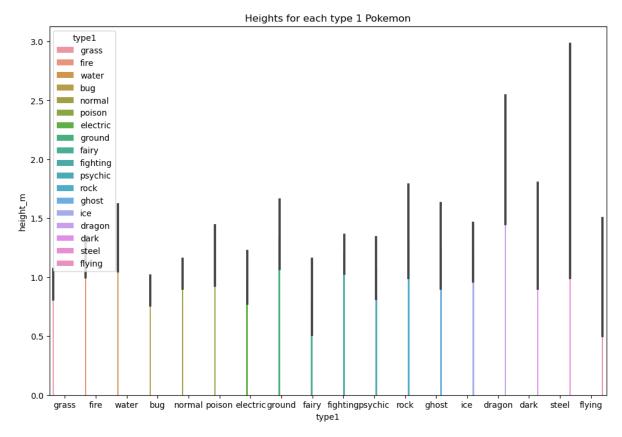
In [37]: plt.figure(figsize=(15,8)) #FOR SECONDARY TYPE i.e TYPE 2
sns.histplot(x='type2',data=df)
plt.title('Type 2 Pokemons Distribution')

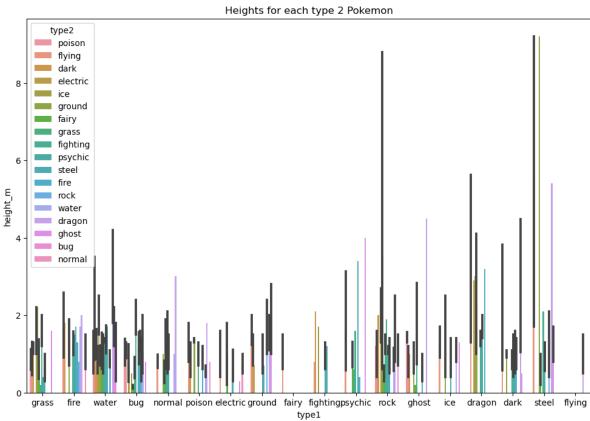
Out[37]: Text(0.5, 1.0, 'Type 2 Pokemons Distribution')



```
In [44]: # Estimate the central tendency of heights for each type 1 pokemon ?
    plt.figure(figsize=(12,8))
    sns.barplot(x='type1',y='height_m',data=df,hue='type1')
    plt.title('Heights for each type 1 Pokemon')
    plt.figure(figsize=(12,8))
    sns.barplot(x='type1',y='height_m',data=df,hue='type2')
    plt.title('Heights for each type 2 Pokemon')
```

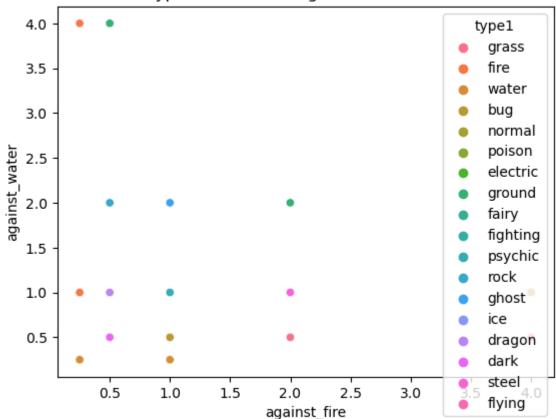
Out[44]: Text(0.5, 1.0, 'Heights for each type 2 Pokemon')





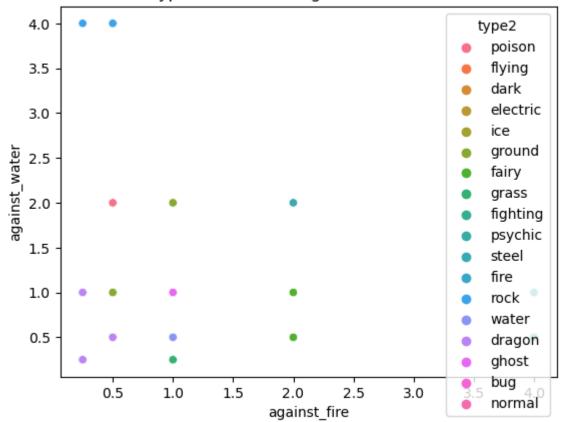
Out[42]: Text(0.5, 1.0, 'Type 1 Pokemons against fire & water')

Type 1 Pokemons against fire & water



Out[43]: Text(0.5, 1.0, 'Type 1 Pokemons against fire & water')

Type 1 Pokemons against fire & water



In []: