**Assignment 2: App Store Insights**

* Analysis was done on total 7197 apps.
* Out of 7197 apps 494 app are of maximum 5 as an average rating.
* It was done on the age group between 4-17.
* The analysis was done on the key metrics which is Price, Size, Average Rating, Current version rating and supported language.
* Basis on the Size the Top app which is used is ROME: Total War.
* Basis on the price under Top 5 apps. The top most app with maximum price is “LAMP Words for Life”.
* In the analysis of top 5 apps, there’s no common app which comes under all metrics. However, we find only one app which is common in both average rating and current version rating i.e., Infinity Blade.
* Under top 10 apps basis on supported language, we got more than 10 apps. The top most is a messaging app “Google Allo â€” smart messaging”.
* Under primary genre basis on Age wise and ratings, the top 5 genres are: Utilities, Photo’s and videos, Games, Education and Entertainment. Under both metrics Gaming is top most with 72% where all age groups is interested.
* Basis on the price we see maximum are okay with the pricing between 0-10 which is 92720176 ratings. However, pricing between 290-300 we got very few ratings.