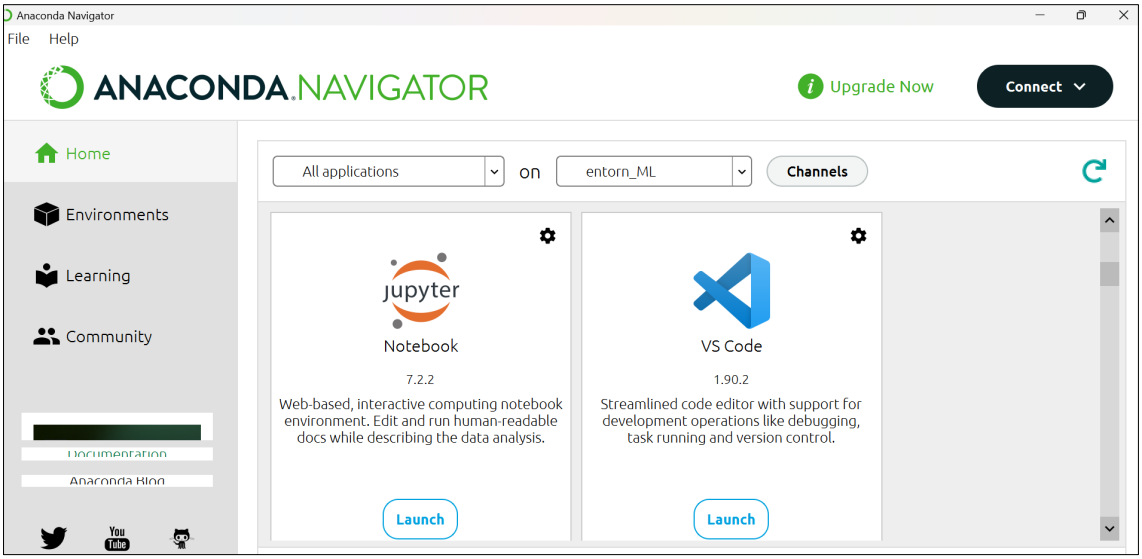
SPRINT 0

- Exercici 1

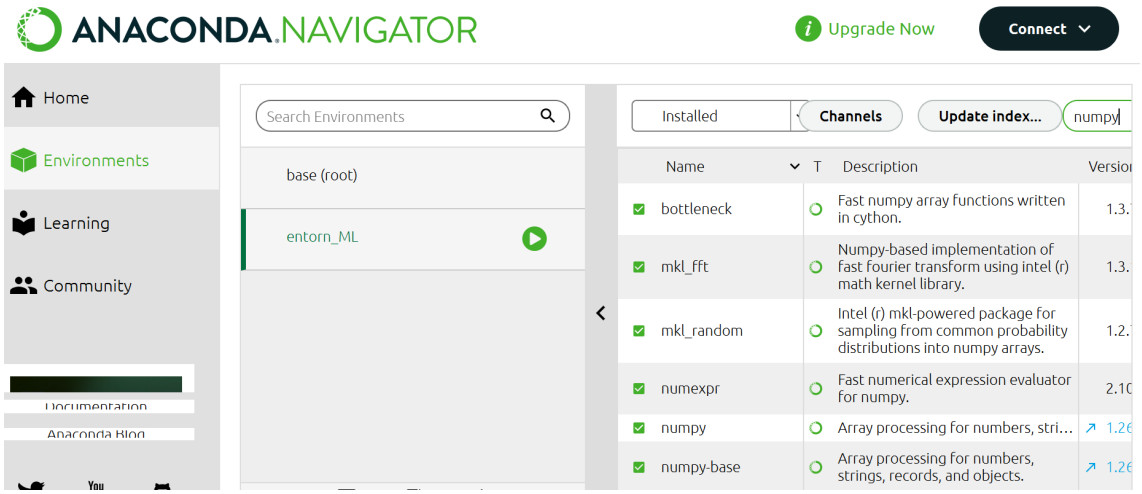
Instal·la el programa Anaconda amb Python 3, i Jupyter Notebook.



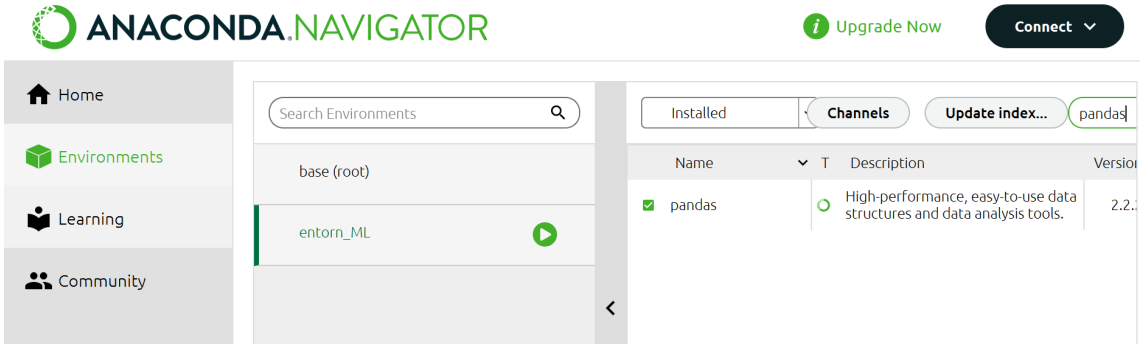
- Exercici 2

Crea un entorn virtual a Anaconda amb el nom "entorn_ML" que contingui les llibreries necessàries per a ML.

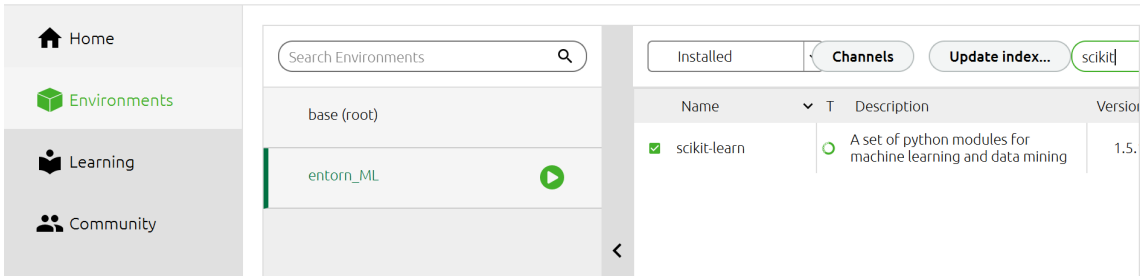
- **NumPy**



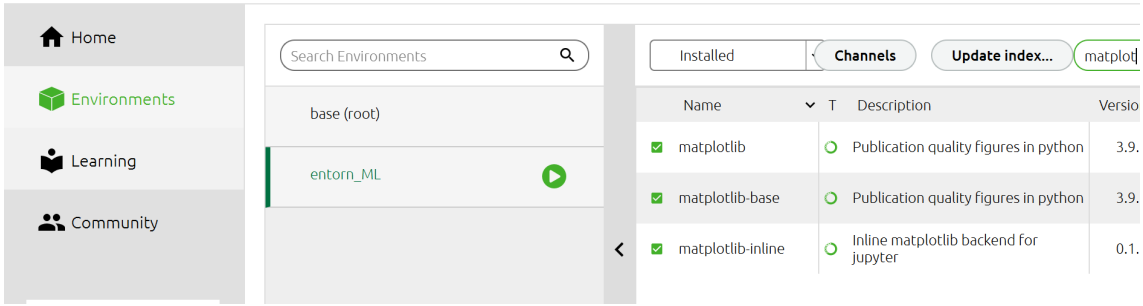
- **Pandas**



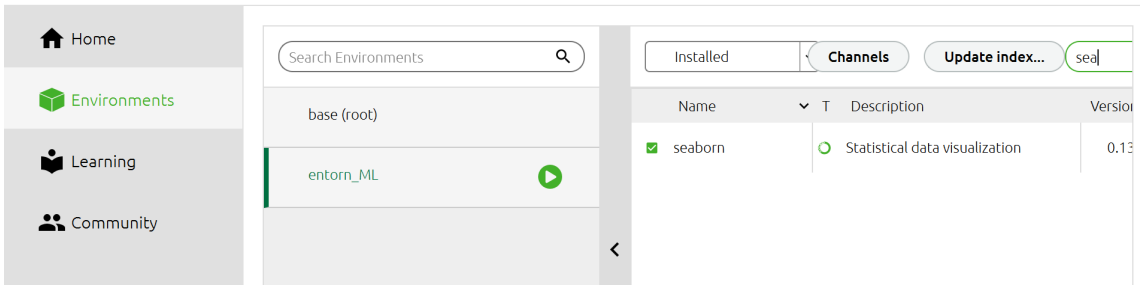
- **Scikit-learn**



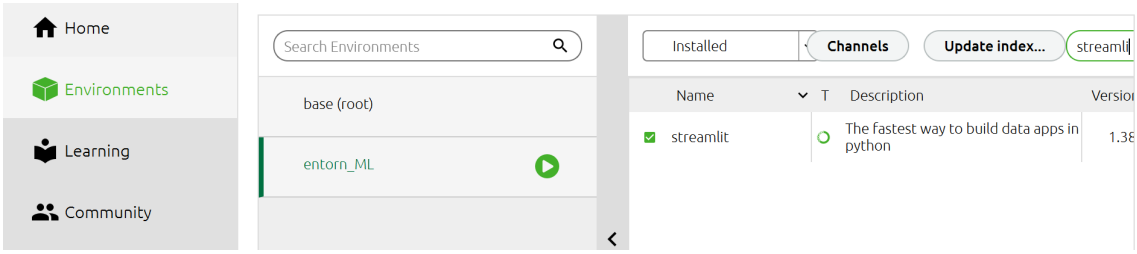
- **Matplotlib**



- **Seaborn**

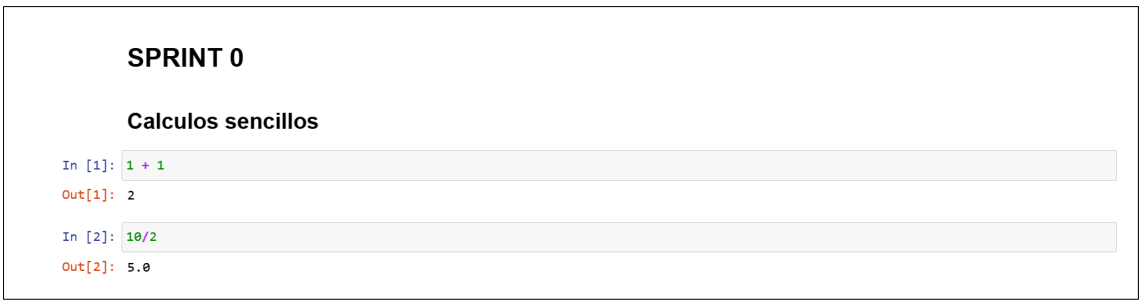


- **Streamlit**



- Exercici 3

Utilitzant Jupyter Notebook executa alguns càlculs senzills, a la vegada que et familiaritzes amb el llenguatge Markdown.



SPRINT 0

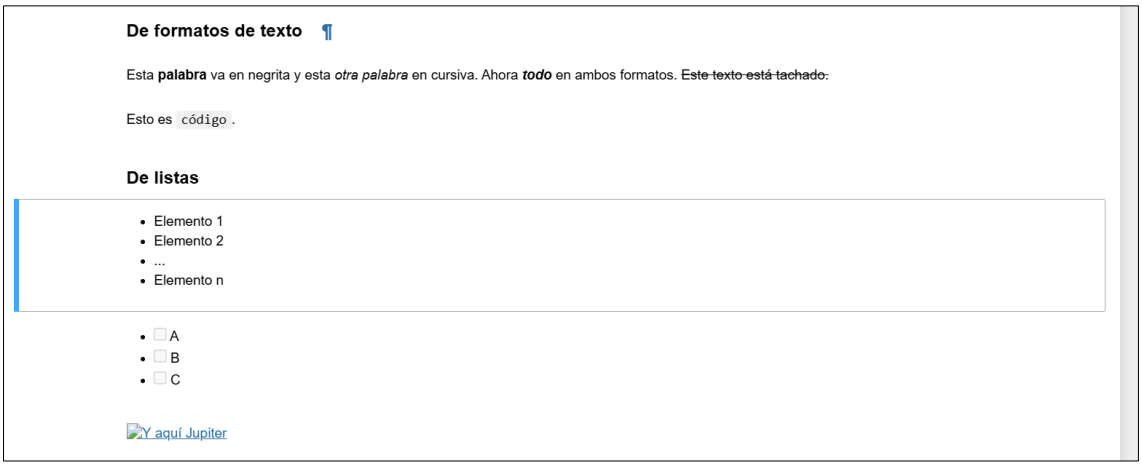
Calculos sencillos

```
In [1]: 1 + 1
Out[1]: 2

In [2]: 10/2
Out[2]: 5.0
```

- Exercici 4

Prova de crear títols, llistes, canviar l'estil de la lletra o afegir imatges dins del Notebook.



De formatos de texto ¶

Esta **palabra** va en negrita y esta *otra palabra* en cursiva. Ahora ***todo*** en ambos formatos. ~~Este texto está tachado.~~

Esto es `código`.

De listas

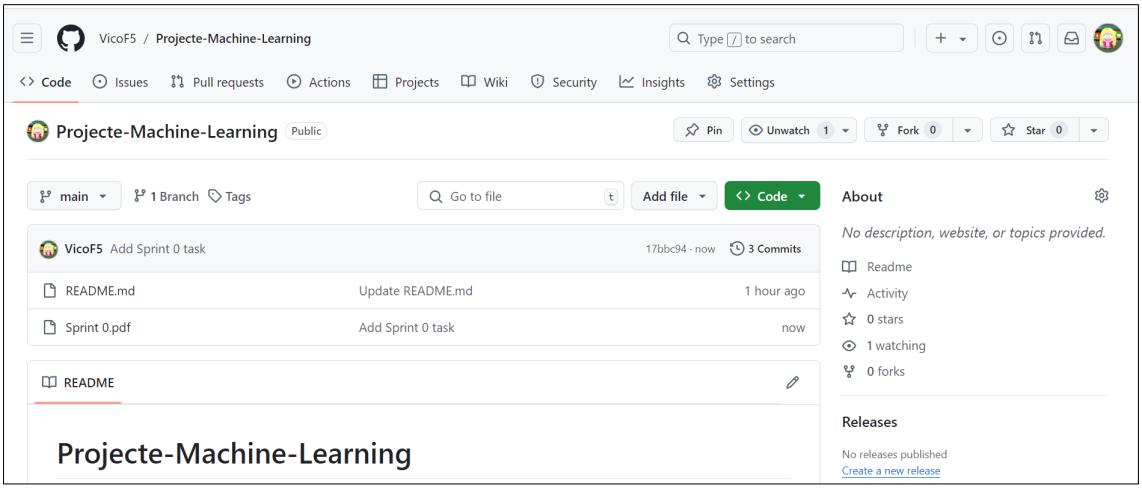
- Elemento 1
- Elemento 2
- ...
- Elemento n

- [ ] A
- [ ] B
- [ ] C

Y aquí Jupiter

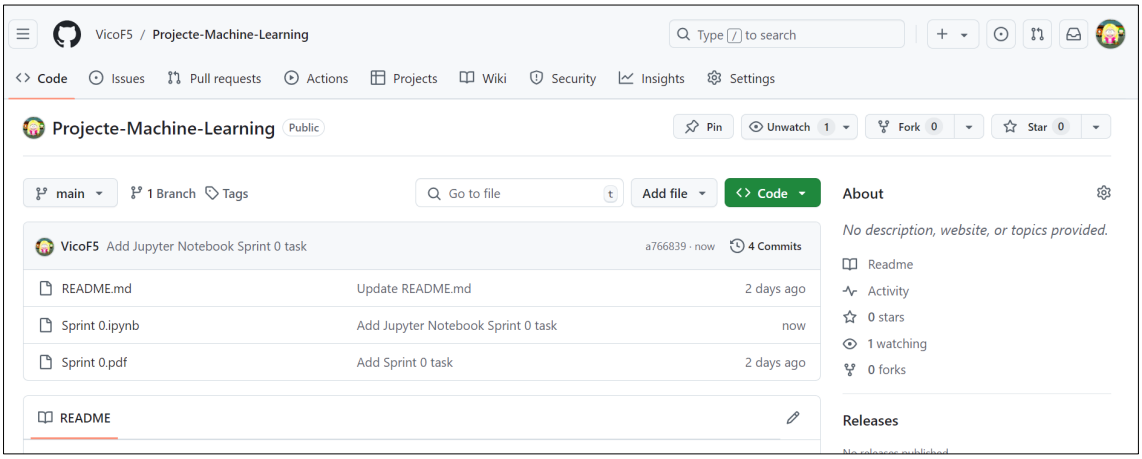
- Exercici 5

Crea un repositori a GitHub amb el nom "Projecte Machine Learning"



- Exercici 6

Puja el fitxer de Jupyter Notebook al teu repositori de GitHub.



Links GitHub;

https://github.com/VicoF5/Projecte-Machine-Learning