Term Project

Author: Jordan, Andrew Date: 08/20/2022 In [39]: import pandas as pd import numpy as np import matplotlib.pyplot as plt import sqlite3 %pwd 'C:\\Users\\Andrew\\Documents\\Grad School\\DSC 540 - Data Preparation\\Project' Out[39]: #Load data In [40]: pokemon1 = pd.read csv("data/pokemon1.csv") #Flat file pokemon2 = pd.read_csv("data/pokemon2.csv") #Website pokemon3 = pd.read csv("data/pokemon3.csv") #Api #Matching column names between datasets In [41]: pokemon1 = pokemon1.rename(columns={'pokedex number':'pokedex'}) pokemon2.columns= pokemon2.columns.str.lower() pokemon3.columns= pokemon3.columns.str.lower() print("Flat file column names:") In [42]: print(pokemon1.columns) print("Website column names:") print(pokemon2.columns) print("Api column names:") print(pokemon3.columns)

```
Flat file column names:
         Index(['pokedex', 'name', 'generation', 'type1', 'type2', 'ability 1',
                'ability_2', 'ability_3', 'base_total', 'hp', 'attack', 'defense',
                'sp attack', 'sp defense', 'speed', 'against bug', 'against dark',
                'against dragon', 'against electric', 'against fairy',
                'against_fighting', 'against_fire', 'against_flying', 'against_ghost',
                'against_grass', 'against_ground', 'against_ice', 'against_normal',
                'against_poison', 'against_psychic', 'against_rock', 'against_steel',
                'against water', 'capture rate', 'base egg steps', 'base happiness',
                'is legendary', 'is mythical', 'is mega'],
               dtype='object')
         Website column names:
         Index(['pokedex', 'name', 'total stats', 'hp', 'attack', 'defense', 'spatk',
                'spdef', 'speed', 'type1', 'type2'],
               dtype='object')
         Api column names:
         Index(['pokedex', 'name', 'height', 'weight', 'base experience'], dtype='object')
In [43]: #Dropping specific columns from each db
         pokemon1 = pokemon1.drop(['generation','base total', 'hp', 'attack', 'defense',
                 'sp attack', 'sp defense', 'speed', 'capture rate', 'base egg steps', 'base happiness',
                 'is legendary', 'is mythical', 'is mega'], axis=1)
         pokemon2 = pokemon2.drop(['name','type1', 'type2'], axis=1)
         pokemon3 = pokemon3.drop(['name'], axis=1)
In [44]: print("Flat file column names:")
         print(pokemon1.columns)
         print("Website column names:")
         print(pokemon2.columns)
         print("Api column names:")
         print(pokemon3.columns)
```

```
Flat file column names:
         Index(['pokedex', 'name', 'type1', 'type2', 'ability_1', 'ability_2',
                'ability_3', 'against_bug', 'against_dark', 'against_dragon',
                'against_electric', 'against_fairy', 'against_fighting', 'against_fire',
                'against_flying', 'against_ghost', 'against_grass', 'against_ground',
                'against ice', 'against normal', 'against poison', 'against psychic',
                'against rock', 'against steel', 'against water'],
               dtype='object')
         Website column names:
         Index(['pokedex', 'total stats', 'hp', 'attack', 'defense', 'spatk', 'spdef',
                 'speed'],
               dtype='object')
         Api column names:
         Index(['pokedex', 'height', 'weight', 'base experience'], dtype='object')
In [45]: #Create connection
         conn = sqlite3.connect('termproject.sqlite')
         #Create cursor
         cur = conn.cursor()
In [46]: #Convert dataframes to lists
         flat list = pokemon1.values.tolist()
         web_list = pokemon2.values.tolist()
         api list = pokemon3.values.tolist()
```

```
In [47]: #Create table1
        table1 = """ CREATE TABLE myflatfile_db2
                   (pokedex INTEGER,
                   name CHAR(50),
                   type1 CHAR(50),
                   type2 CHAR(50),
                   ability_1 CHAR(50),
                   ability_2 CHAR(50),
                   ability_3 CHAR(50),
                   'against bug' FLOAT,
                   'against dark' FLOAT,
                  'against_dragon' FLOAT,
                  'against electric' FLOAT,
                  'against_fairy' FLOAT,
                  'against fighting' FLOAT,
                  'against fire' FLOAT,
                  'against flying' FLOAT,
                  'against ghost' FLOAT,
                  'against grass' FLOAT,
                  'against_ground' FLOAT,
                  'against ice' FLOAT,
                  'against normal' FLOAT,
                  'against_poison' FLOAT,
                  'against_psychic' FLOAT,
                  'against rock' FLOAT,
                  'against steel' FLOAT,
                  'against water' FLOAT
                   ); """
        #Add table1 to database
        conn.execute(table1)
        conn.commit()
In [48]: #Add data to sql table
        conn.executemany(stmt1, flat list)
        conn.commit()
```

```
In [49]: #Create table2
         table2 = """ CREATE TABLE mywebsite_db2
                     (pokedex INTEGER,
                     total stats INTEGER,
                     hp INTEGER,
                     attack INTEGER,
                     defense INTEGER,
                     spatk INTEGER,
                     spdef INTEGER,
                     speed INTEGER
                     ); """
         #Add table2 to database
         conn.execute(table2)
         conn.commit()
In [50]: #Add data to sql table
         stmt2 = "INSERT INTO mywebsite_db2 VALUES(?, ?, ?, ?, ?, ?, ?)"
         conn.executemany(stmt2, web list)
         conn.commit()
In [51]: #Create table3
         table3 = """ CREATE TABLE myapi_db2
                     (pokedex INTEGER,
                     height INTEGER,
                     weight INTEGER,
                     base experience INTEGER
                     ); """
         #Add table3 to database
         conn.execute(table3)
         conn.commit()
In [52]: #Add data to sql table
         stmt3 = "INSERT INTO myapi db2 VALUES(?, ?, ?, ?)"
         conn.executemany(stmt3, api_list)
         conn.commit()
In [53]: #Queries
         pokemon1_query = pd.read_sql_query ('''Select * From myflatfile_db2 ''', conn)
         pokemon2_query = pd.read_sql_query ('''Select * From mywebsite_db2 ''', conn)
         pokemon3 query = pd.read sql query ('''Select * From myapi db2 ''', conn)
```

```
In [60]:
                      #Load tables
                      pokemon1 df = pd.DataFrame(pokemon1 query, columns = ['pokedex', 'name', 'type1', 'type2', 'ability 1', 'ability 2',
                                        'ability_3', 'against_bug', 'against_dark', 'against_dragon',
                                        'against_electric', 'against_fairy', 'against_fighting', 'against_fire',
                                        'against flying', 'against ghost', 'against grass', 'against ground',
                                        'against ice', 'against normal', 'against poison', 'against psychic',
                                        'against rock', 'against steel', 'against water'])
                      pokemon2 df = pd.DataFrame(pokemon2_query, columns = ['pokedex','total_stats', 'hp', 'attack', 'defense', 'spatk', 
                      pokemon3 df = pd.DataFrame(pokemon3 query, columns = ['pokedex', 'height', 'weight', 'base experience'])
In [55]:
                      #Close connection
                      conn.close()
In [73]: #Join dataframes
                      flat web df = pokemon1 df.join(pokemon2 df.set index('pokedex'), on='pokedex', lsuffix=' flat',rsuffix=' web')
                      #Check for success
In [74]:
                      flat web df.head()
Out[74]:
                                                            name type1 type2 ability 1
                            pokedex
                                                                                                                                 ability_2 ability_3 against_bug against_dark against_dragon ... against_rock agai
                                                                          Grass Poison Overgrow Chlorophyll
                                                                                                                                                                                                                                                     1.0 ...
                      0
                                          1
                                                     Bulbasaur
                                                                                                                                                                                         1.0
                                                                                                                                                                                                                     1.0
                                                                                                                                                                                                                                                                                       1.0
                                                                                                                                                          None
                      1
                                          2
                                                                          Grass Poison Overgrow Chlorophyll
                                                                                                                                                                                         1.0
                                                                                                                                                                                                                     1.0
                                                                                                                                                                                                                                                     1.0 ...
                                                                                                                                                                                                                                                                                       1.0
                                                          lvvsaur
                                                                                                                                                          None
                      2
                                                                                                                                                                                                                                                     1.0 ...
                                                                          Grass Poison Overgrow Chlorophyll
                                                                                                                                                                                         1.0
                                                                                                                                                                                                                     1.0
                                                                                                                                                                                                                                                                                       1.0
                                          3
                                                      Venusaur
                                                                                                                                                          None
                                                                                                                                        Solar
                      3
                                          4 Charmander
                                                                                                                                                                                         0.5
                                                                                                                                                                                                                                                     1.0 ...
                                                                              Fire
                                                                                         None
                                                                                                                Blaze
                                                                                                                                                          None
                                                                                                                                                                                                                     1.0
                                                                                                                                                                                                                                                                                       2.0
                                                                                                                                      Power
                                                                                                                                        Solar
                                          5 Charmeleon
                                                                              Fire
                                                                                       None
                                                                                                                                                          None
                                                                                                                                                                                         0.5
                                                                                                                                                                                                                     1.0
                                                                                                                                                                                                                                                     1.0 ...
                                                                                                                                                                                                                                                                                       2.0
                                                                                                                Blaze
                                                                                                                                      Power
                     5 rows × 32 columns
In [78]:
                      #Join remaining dataframe
                      complete pokemon df = flat web df.join(pokemon3 df.set index('pokedex'), on='pokedex')
                      #Check for success
In [79]:
```

complete pokemon df

Out[79]:		pokedex	name	type1	type2	ability_1	ability_2	ability_3	against_bug	against_dark	against_dragon	•••	total_stats
	0	1	Bulbasaur	Grass	Poison	Overgrow	Chlorophyll	None	1.00	1.0	1.0		318
	1	2	lvysaur	Grass	Poison	Overgrow	Chlorophyll	None	1.00	1.0	1.0		405
	2	3	Venusaur	Grass	Poison	Overgrow	Chlorophyll	None	1.00	1.0	1.0		525
	3	4	Charmander	Fire	None	Blaze	Solar Power	None	0.50	1.0	1.0		309
	4	5	Charmeleon	Fire	None	Blaze	Solar Power	None	0.50	1.0	1.0		405
	•••												
	900	901	Ursaluna	Normal	Ground	Guts	Bulletproof	Unnerve	1.00	1.0	1.0		550
	901	902	Basculegion male	Water	Ghost	Rattled	Adaptability	Mold Breaker	0.50	2.0	1.0		530
	902	903	Sneasler	Poison	Fighting	Pressure	Poison Touch	None	0.25	0.5	1.0		510
	903	904	Overqwil	Dark	Poison	Poison Point	Swift Swim	Intimidate	1.00	0.5	1.0		510
	904	905	Enamorus Incarnate Forme	Fairy	Flying	Healer	Contrary	None	0.25	0.5	0.0		580

905 rows × 35 columns

In [88]: complete_pokemon_df.to_csv('C:\\Users\\Andrew\\Documents\\Grad School\\DSC 540 - Data Preparation\\Project/final_poke

SUCCESS!