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Data Bootcamp Homework 4 | Pandas:

3 Observable Trends in the Data:

1. 66.32% of the entire player base are between the ages of 16 and 25.
2. While most of the purchase revenue come from players between the ages of 16 and 25, the highest average item purchase price and average total purchases come from players between the ages of 5 and 10.
3. The most profitable items tend to be the most expensive items.