machine learning projects on Python-

1. Applied Research project - applying MuZero on a simple game namely Connect4 and Tic Tac Toe
2. Fifa player value project- Here i used fifa 19 dataset to predict what a new player will be valued at using the values of existing players and finding other correlations between the features
3. Tetris.py- a game I made while studying for my Thesis proposal.
4. Visualization project -A project to represent the various patches the trees grows in a particular area and which of them are flammable and how far are they away from a water source, apart from that another dataset was worked on, of employees where I represented various data points about the employees in a visual format.
5. tweet.py - learn to perform sentiment analysis on tweets based on a specific key word and store the result in a csv file.
6. FIFA Rader Chart- It is a model that gives the three most similar player to a specified player
7. Czech Bank Data Base- Analyzing all the Czech Republic banks in terms of profitability using Python, SQL, Neo4j and other technologies.
8. ferris - basic python projects, made while learning to code in python. This includes a very basic quiz ferris.py, a basic guessing game guess.py, chef.py etc. among others.
9. predict.py - made to understand the syntax and usage of Decision tree.
10. predict2.py - made to understand the syntax and usage of Support Vector Machine.
11. predict3.py - made to understand the syntax and usage of Gaussian Naive Bayes.
12. predict4.py - made to understand the syntax and usage of Bernoulli Naive Bayes.
13. Various data files for the code present in the file.
14. Various practice codes I have made to while learning data analytics