***PREFACE***

This project is aimed at developing an application of RECOMMENDATION ENGINE which will Provide users better option for what should they watch next for there best entertainment experience .

This project uses different algorithm to provide best recommendation for user according to there like or dislikes . It is based on the concept of MACHINE LEARNING which is a field of computer science that gives computers the ability to learn without being explicitly programmed.

we traversed through the process of making a basic recommendation engine in Python using GraphLab . We started by understanding the fundamentals of recommendations. Then we went on to load the anime data set for the purpose of experimentation.