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```
import pandas as pd
import numpy as np
import matplotlib.pyplot as plt
```

```
df_euro_csv = pd.read_csv("Euro2012TEAM.csv")
```

```
df_euro_csv
```

	Team	Goals	...	Subs	off	Players	Used
0	Croatia	4	...		9		16
1	Czech Republic	4	...		11		19
2	Denmark	4	...		7		15
3	England	5	...		11		16
4	France	3	...		11		19
5	Germany	10	...		15		17
6	Greece	5	...		12		20
7	Italy	6	...		18		19

8	Netherlands	2	...	7	15
9	Poland	2	...	7	17
10	Portugal	6	...	14	16
11	Republic of Ireland	1	...	10	17
12	Russia	5	...	7	16
13	Spain	12	...	17	18
14	Sweden	5	...	9	18
15	Ukraine	2	...	9	18

[16 rows x 35 columns]

```
df_euro_csv.to_excel("Euro2012TeamXLS.xls")
```

```
/usr/local/lib/python3.7/dist-packages/ipykernel_launcher.py:1:
FutureWarning: As the xlwt package is no longer maintained, the xlwt
engine will be removed in a future version of pandas. This is the only
engine in pandas that supports writing in the xls format. Install
openpyxl and write to an xlsx file instead. You can set the option
io.excel.xls.writer to 'xlwt' to silence this warning. While this
option is deprecated and will also raise a warning, it can be globally
set and the warning suppressed.
```

```
"""Entry point for launching an IPython kernel.
```

```
df_euro_html = pd.read_html("Euro2012TeamHTML.html")
```

```
df_euro_json = pd.read_json("Euro2012TeamJSON.json")
```

```
df_euro_xlsx = pd.read_excel("Euro2012TeamXLSX.xlsx")
```

```
df_euro_csv.to_excel("Euro2012TeamXLSX.xlsx")
```

```
df_euro_csv.to_html("Euro2012TeamHTML.html")
```

```
df_euro_csv.to_json("Euro2012TeamJSON.json")
```

#Create DataFrame

```
df = pd.DataFrame()
```

```
df
```

```
Empty DataFrame
```

```
Columns: []
```

```
Index: []
```

```
proglang = ['Python', 'Java', 'CSS', 'SQL']
```

```
df = pd.DataFrame(proglang)
```

```
df
```

	0
0	Python
1	Java
2	CSS
3	SQL

```
rating = [1,2,3,4]
df[1] = rating
df
```

```
      0  1
0  Python  1
1    Java  2
2    CSS   3
3    SQL   4
```

```
df.columns
```

```
Int64Index([0, 1], dtype='int64')
```

```
df.columns = ['Programming Language', 'Rating']
df
```

```
      Programming Language  Rating
0                Python        1
1                 Java        2
2                  CSS        3
3                  SQL         4
```

DataFrame Using Dictionary

```
data = [{'a':'apple','b':'ball','c':'cat'},{'a':'doll','b':'egg'}]
```

```
df2 = pd.DataFrame(data)
```

```
df2
```

```
df3 = pd.DataFrame(data, index=['row1','row2'], columns=['a','b'])
```

```
df3
```

```
df4 = pd.DataFrame(data, index=['row1','row2'], columns=['a','b','c'])
```

```
df4
```

```
df5 = pd.DataFrame(data, index=['row1','row2'],
columns=['a','b','c','d'])
```

```
df5
```

```
      a    b    c    d
row1 apple ball cat NaN
row2  doll  egg NaN NaN
```

```
df0 = pd.DataFrame({'ID':[1,2,3,4,5], 'Name':
['Prajakta','Priyanka','Sayali','Spruha','Sanika']})
```

```
df0
```

```
      ID    Name
0     1  Prajakta
1     2  Priyanka
2     3   Sayali
3     4   Spruha
4     5   Sanika
```

Create a DataFrame from Dictionary of Series

```
dict = {  
    'A': pd.Series([1,2,3], index=['a','b','c']),  
    'B': pd.Series([1,2,3,4,5], index=['a','b','c','d','e'])  
}
```

```
df1 = pd.DataFrame(dict)  
df1
```

	A	B
a	1.0	1
b	2.0	2
c	3.0	3
d	NaN	4
e	NaN	5

DataFrames of Random Numbers with Date Indices

```
df_dates = pd.date_range(start='2020-01-01', end='2022-02-12')  
df_dates
```

```
DatetimeIndex(['2020-01-01', '2020-01-02', '2020-01-03', '2020-01-04',  
               '2020-01-05', '2020-01-06', '2020-01-07', '2020-01-08',  
               '2020-01-09', '2020-01-10',  
               ...,  
               '2022-02-03', '2022-02-04', '2022-02-05', '2022-02-06',  
               '2022-02-07', '2022-02-08', '2022-02-09', '2022-02-10',  
               '2022-02-11', '2022-02-12'],  
              dtype='datetime64[ns]', length=774, freq='D')
```

```
df_dates = pd.date_range('today', periods=7)  
df_dates
```

```
DatetimeIndex(['2022-02-26 08:32:17.309393', '2022-02-27  
08:32:17.309393',  
               '2022-02-28 08:32:17.309393', '2022-03-01  
08:32:17.309393',  
               '2022-03-02 08:32:17.309393', '2022-03-03  
08:32:17.309393',  
               '2022-03-04 08:32:17.309393'],  
              dtype='datetime64[ns]', freq='D')
```

```
df_dates = pd.date_range(start='2022-02-12', periods=7)  
df_dates
```

```
DatetimeIndex(['2022-02-12', '2022-02-13', '2022-02-14', '2022-02-15',  
               '2022-02-16', '2022-02-17', '2022-02-18'],  
              dtype='datetime64[ns]', freq='D')
```

```
m = np.random.random((7,7))  
m
```

```
array([[0.29702402, 0.99340143, 0.68345537, 0.47936164, 0.66510966,  
        0.87395624, 0.27447494],  
       [0.39197339, 0.0680303 , 0.72509582, 0.24857744, 0.09357214,  
        0.89464463, 0.16723556],  
       [0.6468961 , 0.71961162, 0.43241249, 0.74406802, 0.45960101,  
        0.77317424, 0.58804368],  
       [0.84525509, 0.2277863 , 0.4217118 , 0.18089405, 0.17060361,  
        0.66518967, 0.34744506],  
       [0.69801784, 0.94404295, 0.8365751 , 0.73892661, 0.9031584 ,  
        0.09278367, 0.93831671],  
       [0.81902038, 0.27757321, 0.73018993, 0.11121947, 0.03754569,  
        0.43984833, 0.7681264 ],  
       [0.53085847, 0.2496172 , 0.95375302, 0.31225572, 0.22123399,  
        0.65510711, 0.81353864]])
```

```
dframe = pd.DataFrame(m , index=df_dates)  
dframe
```

	0	1	2	...	4	5
6						
2022-02-12	0.297024	0.993401	0.683455	...	0.665110	0.873956
0.274475						
2022-02-13	0.391973	0.068030	0.725096	...	0.093572	0.894645
0.167236						
2022-02-14	0.646896	0.719612	0.432412	...	0.459601	0.773174
0.588044						
2022-02-15	0.845255	0.227786	0.421712	...	0.170604	0.665190
0.347445						
2022-02-16	0.698018	0.944043	0.836575	...	0.903158	0.092784
0.938317						
2022-02-17	0.819020	0.277573	0.730190	...	0.037546	0.439848
0.768126						
2022-02-18	0.530858	0.249617	0.953753	...	0.221234	0.655107
0.813539						

```
[7 rows x 7 columns]
```

```
dframe.columns = [ 'C1' , 'C2' , 'C3' , 'C4' , 'C5' , 'C6' ,  
                   'C7' ]  
dframe
```

	C1	C2	C3	...	C5	C6
C7						
2022-02-12	0.297024	0.993401	0.683455	...	0.665110	0.873956
0.274475						
2022-02-13	0.391973	0.068030	0.725096	...	0.093572	0.894645
0.167236						
2022-02-14	0.646896	0.719612	0.432412	...	0.459601	0.773174
0.588044						
2022-02-15	0.845255	0.227786	0.421712	...	0.170604	0.665190
0.347445						

```
2022-02-16  0.698018  0.944043  0.836575  ...  0.903158  0.092784
0.938317
2022-02-17  0.819020  0.277573  0.730190  ...  0.037546  0.439848
0.768126
2022-02-18  0.530858  0.249617  0.953753  ...  0.221234  0.655107
0.813539
```

```
[7 rows x 7 columns]
```

```
dframe.index
```

```
DatetimeIndex(['2022-02-12', '2022-02-13', '2022-02-14', '2022-02-15',
               '2022-02-16', '2022-02-17', '2022-02-18'],
              dtype='datetime64[ns]', freq='D')
```

```
dframe.columns
```

```
Index(['C1', 'C2', 'C3', 'C4', 'C5', 'C6', 'C7'], dtype='object')
```

```
dframe.dtypes
```

```
C1    float64
C2    float64
C3    float64
C4    float64
C5    float64
C6    float64
C7    float64
dtype: object
```

```
dframe.sort_values(by='C1')
```

```
          C1          C2          C3  ...          C5          C6
C7
2022-02-12  0.297024  0.993401  0.683455  ...  0.665110  0.873956
0.274475
2022-02-13  0.391973  0.068030  0.725096  ...  0.093572  0.894645
0.167236
2022-02-18  0.530858  0.249617  0.953753  ...  0.221234  0.655107
0.813539
2022-02-14  0.646896  0.719612  0.432412  ...  0.459601  0.773174
0.588044
2022-02-16  0.698018  0.944043  0.836575  ...  0.903158  0.092784
0.938317
2022-02-17  0.819020  0.277573  0.730190  ...  0.037546  0.439848
0.768126
2022-02-15  0.845255  0.227786  0.421712  ...  0.170604  0.665190
0.347445
```

```
[7 rows x 7 columns]
```

```
dframe.sort_values(by='C1' , ascending=False)
```

	C1	C2	C3	...	C5	C6
C7						
2022-02-15	0.845255	0.227786	0.421712	...	0.170604	0.665190
0.347445						
2022-02-17	0.819020	0.277573	0.730190	...	0.037546	0.439848
0.768126						
2022-02-16	0.698018	0.944043	0.836575	...	0.903158	0.092784
0.938317						
2022-02-14	0.646896	0.719612	0.432412	...	0.459601	0.773174
0.588044						
2022-02-18	0.530858	0.249617	0.953753	...	0.221234	0.655107
0.813539						
2022-02-13	0.391973	0.068030	0.725096	...	0.093572	0.894645
0.167236						
2022-02-12	0.297024	0.993401	0.683455	...	0.665110	0.873956
0.274475						

[7 rows x 7 columns]

df1

	A	B
a	1.0	1
b	2.0	2
c	3.0	3
d	NaN	4
e	NaN	5



#Delete Column in DataFrame

```
del df1['B']
```

df1

	A
a	1.0
b	2.0
c	3.0

```
d NaN  
e NaN
```

```
df5
```

```
      a      b      c      d  
row1 apple ball  cat  NaN  
row2  doll  egg  NaN  NaN
```

```
df5.pop('c')  
df5
```

```
      a      b      d  
row1 apple ball  NaN  
row2  doll  egg  NaN
```

```
df
```

```
  Programming Language  Rating  
0                Python      1  
1                 Java      2  
2                  CSS      3  
3                  SQL      4
```

```
df.index = [21,22,23,24]  
df
```

```
  Programming Language  Rating  
21                Python      1  
22                 Java      2  
23                  CSS      3  
24                  SQL      4
```

```
df.loc[21]
```

```
Programming Language    Python  
Rating                  1  
Name: 21, dtype: object
```



#Data Selection in DataFrame


```
df
```

	Programming Language	Rating
21	Python	1
22	Java	2
23	CSS	3
24	SQL	4

```
df.index
```

```
Int64Index([21, 22, 23, 24], dtype='int64')
```

```
df.index = [1,2,3,4]
```

```
df
```

	Programming Language	Rating
1	Python	1
2	Java	2
3	CSS	3
4	SQL	4

```
df.loc[1], df.loc[2], df.loc[3], df.loc[4] # accessing column value
```

```
(Programming Language    Python
Rating                    1
Name: 1, dtype: object, Programming Language    Java
Rating                    2
Name: 2, dtype: object, Programming Language    CSS
Rating                    3
Name: 3, dtype: object, Programming Language    SQL
Rating                    4
Name: 4, dtype: object)
```

```
df.iloc[1] # accessing index value
```

```
Programming Language    Java
Rating                    2
Name: 2, dtype: object
```

```
df.iloc[:]
```

	Programming Language	Rating
1	Python	1
2	Java	2
3	CSS	3
4	SQL	4

```
df.iloc[0:4]
```

	Programming Language	Rating
1	Python	1
2	Java	2

```
3          CSS          3
4          SQL          4
```

```
df.iloc[0:1], df.iloc[1:2], df.iloc[2:3], df.iloc[3:4]
```

```
( Programming Language Rating
1          Python          1, Programming Language Rating
2          Java          2, Programming Language Rating
3          CSS          3, Programming Language Rating
4          SQL          4)
```

```
df.iloc[0:4], df.iloc[1:4], df.iloc[2:4], df.iloc[3:4]
```

```
( Programming Language Rating
1          Python          1
2          Java          2
3          CSS          3
4          SQL          4, Programming Language Rating
2          Java          2
3          CSS          3
4          SQL          4, Programming Language Rating
3          CSS          3
4          SQL          4, Programming Language Rating
4          SQL          4)
```

```
df.loc[df.Rating>2]
```

```
 Programming Language Rating
3          CSS          3
4          SQL          4
```

```
df1
```

```
      A
a  1.0
b  2.0
c  3.0
d  NaN
e  NaN
```

```
df1.loc['a']
```

```
A      1.0
Name: a, dtype: float64
```

```
#df1.iloc['a']
```

```
df1.iloc[0]
```

```
A      1.0
Name: a, dtype: float64
```

```
dframe
```

```
          C1          C2          C3  ...          C5          C6
C7
2022-02-12  0.297024  0.993401  0.683455  ...  0.665110  0.873956
0.274475
2022-02-13  0.391973  0.068030  0.725096  ...  0.093572  0.894645
0.167236
2022-02-14  0.646896  0.719612  0.432412  ...  0.459601  0.773174
0.588044
2022-02-15  0.845255  0.227786  0.421712  ...  0.170604  0.665190
0.347445
2022-02-16  0.698018  0.944043  0.836575  ...  0.903158  0.092784
0.938317
2022-02-17  0.819020  0.277573  0.730190  ...  0.037546  0.439848
0.768126
2022-02-18  0.530858  0.249617  0.953753  ...  0.221234  0.655107
0.813539
```

[7 rows x 7 columns]

```
dframe['2022-02-13':'2022-02-15']
```

```
          C1          C2          C3  ...          C5          C6
C7
2022-02-13  0.391973  0.068030  0.725096  ...  0.093572  0.894645
0.167236
2022-02-14  0.646896  0.719612  0.432412  ...  0.459601  0.773174
0.588044
2022-02-15  0.845255  0.227786  0.421712  ...  0.170604  0.665190
0.347445
```

[3 rows x 7 columns]

```
dframe.loc[:,['C2','C5']]
```

```
          C2          C5
2022-02-12  0.993401  0.665110
2022-02-13  0.068030  0.093572
2022-02-14  0.719612  0.459601
2022-02-15  0.227786  0.170604
2022-02-16  0.944043  0.903158
2022-02-17  0.277573  0.037546
2022-02-18  0.249617  0.221234
```

```
dframe.loc[:,:]
```

```
          C1          C2          C3  ...          C5          C6
C7
2022-02-12  0.297024  0.993401  0.683455  ...  0.665110  0.873956
0.274475
2022-02-13  0.391973  0.068030  0.725096  ...  0.093572  0.894645
0.167236
```

```
2022-02-14 0.646896 0.719612 0.432412 ... 0.459601 0.773174
0.588044
2022-02-15 0.845255 0.227786 0.421712 ... 0.170604 0.665190
0.347445
2022-02-16 0.698018 0.944043 0.836575 ... 0.903158 0.092784
0.938317
2022-02-17 0.819020 0.277573 0.730190 ... 0.037546 0.439848
0.768126
2022-02-18 0.530858 0.249617 0.953753 ... 0.221234 0.655107
0.813539
```

[7 rows x 7 columns]

```
dframe.loc['2022-02-12':'2022-02-15',['C1','C3','C5','C7']]
```

```
          C1          C3          C5          C7
2022-02-12 0.297024 0.683455 0.665110 0.274475
2022-02-13 0.391973 0.725096 0.093572 0.167236
2022-02-14 0.646896 0.432412 0.459601 0.588044
2022-02-15 0.845255 0.421712 0.170604 0.347445
```

```
dframe[dframe['C1']>0.5]
```

```
          C1          C2          C3 ...          C5          C6
C7
2022-02-14 0.646896 0.719612 0.432412 ... 0.459601 0.773174
0.588044
2022-02-15 0.845255 0.227786 0.421712 ... 0.170604 0.665190
0.347445
2022-02-16 0.698018 0.944043 0.836575 ... 0.903158 0.092784
0.938317
2022-02-17 0.819020 0.277573 0.730190 ... 0.037546 0.439848
0.768126
2022-02-18 0.530858 0.249617 0.953753 ... 0.221234 0.655107
0.813539
```

[5 rows x 7 columns]

```
dframe[(dframe['C3']>0.2) & (dframe['C5']<0.3)]
```

```
          C1          C2          C3 ...          C5          C6
C7
2022-02-13 0.391973 0.068030 0.725096 ... 0.093572 0.894645
0.167236
2022-02-15 0.845255 0.227786 0.421712 ... 0.170604 0.665190
0.347445
2022-02-17 0.819020 0.277573 0.730190 ... 0.037546 0.439848
0.768126
2022-02-18 0.530858 0.249617 0.953753 ... 0.221234 0.655107
0.813539
```

[4 rows x 7 columns]

```
dframe[(dframe['C1']>0.1) & (dframe['C2']<0.88) | (dframe['C3']<0.79)]
```

	C1	C2	C3	...	C5	C6
C7						
2022-02-12	0.297024	0.993401	0.683455	...	0.665110	0.873956
0.274475						
2022-02-13	0.391973	0.068030	0.725096	...	0.093572	0.894645
0.167236						
2022-02-14	0.646896	0.719612	0.432412	...	0.459601	0.773174
0.588044						
2022-02-15	0.845255	0.227786	0.421712	...	0.170604	0.665190
0.347445						
2022-02-17	0.819020	0.277573	0.730190	...	0.037546	0.439848
0.768126						
2022-02-18	0.530858	0.249617	0.953753	...	0.221234	0.655107
0.813539						

[6 rows x 7 columns]

dframe

	C1	C2	C3	...	C5	C6
C7						
2022-02-12	0.297024	0.993401	0.683455	...	0.665110	0.873956
0.274475						
2022-02-13	0.391973	0.068030	0.725096	...	0.093572	0.894645
0.167236						
2022-02-14	0.646896	0.719612	0.432412	...	0.459601	0.773174
0.588044						
2022-02-15	0.845255	0.227786	0.421712	...	0.170604	0.665190
0.347445						
2022-02-16	0.698018	0.944043	0.836575	...	0.903158	0.092784
0.938317						
2022-02-17	0.819020	0.277573	0.730190	...	0.037546	0.439848
0.768126						
2022-02-18	0.530858	0.249617	0.953753	...	0.221234	0.655107
0.813539						

[7 rows x 7 columns]

```
dframe[(dframe['C1']>0.05) | (dframe['C2']>0.14) | (dframe['C3']>0.40) |  
(dframe['C4']>0.19) | (dframe['C5']>0.07) | (dframe['C6']<0.13) |  
(dframe['C7']>0.18)]
```

	C1	C2	C3	...	C5	C6
C7						
2022-02-12	0.297024	0.993401	0.683455	...	0.665110	0.873956
0.274475						

```
2022-02-13  0.391973  0.068030  0.725096  ...  0.093572  0.894645
0.167236
2022-02-14  0.646896  0.719612  0.432412  ...  0.459601  0.773174
0.588044
2022-02-15  0.845255  0.227786  0.421712  ...  0.170604  0.665190
0.347445
2022-02-16  0.698018  0.944043  0.836575  ...  0.903158  0.092784
0.938317
2022-02-17  0.819020  0.277573  0.730190  ...  0.037546  0.439848
0.768126
2022-02-18  0.530858  0.249617  0.953753  ...  0.221234  0.655107
0.813539
```

```
[7 rows x 7 columns]
```

```
dframe.iloc[0][0]
```

```
0.2970240205535962
```



```
for i in range(0,7):
    for j in range(0,7):
        print(dframe.iloc[i][j],end=" ")
    print('\n')

0.2970240205535962 0.9934014300214532 0.6834553697127193
0.47936163525774567 0.665109661037421 0.8739562368944179
0.27447493860838135
0.3919733929241598 0.06803030139282162 0.725095818211181
0.24857743823734124 0.09357214446558892 0.8946446333680803
0.167235555695172
0.6468960971307358 0.7196116239174362 0.43241249401959014
0.7440680169017216 0.45960101209093596 0.7731742355137042
0.5880436772892668
0.8452550912258495 0.22778629542411688 0.421711803234877
0.18089404763642591 0.17060360858690626 0.6651896667567393
0.3474450561889899
0.6980178395383771 0.9440429504645023 0.8365751033456689
0.7389266094644521 0.9031584022330947 0.09278367103618113
```

```
0.9383167071519896
0.8190203839065364 0.27757321017074355 0.7301899320621287
0.11121946783937142 0.03754569443727962 0.4398483285510715
0.7681264020131515
0.5308584704527858 0.24961720213081773 0.953753021545734
0.3122557217360349 0.2212339939525797 0.6551071068942877
0.8135386375759671
```

```
dframe.iloc[:,:]
```

	C1	C2	C3	...	C5	C6
C7						
2022-02-12	0.297024	0.993401	0.683455	...	0.665110	0.873956
0.274475						
2022-02-13	0.391973	0.068030	0.725096	...	0.093572	0.894645
0.167236						
2022-02-14	0.646896	0.719612	0.432412	...	0.459601	0.773174
0.588044						
2022-02-15	0.845255	0.227786	0.421712	...	0.170604	0.665190
0.347445						
2022-02-16	0.698018	0.944043	0.836575	...	0.903158	0.092784
0.938317						
2022-02-17	0.819020	0.277573	0.730190	...	0.037546	0.439848
0.768126						
2022-02-18	0.530858	0.249617	0.953753	...	0.221234	0.655107
0.813539						

```
[7 rows x 7 columns]
```

```
dframe.iloc[2:5, 2:5]
```

	C3	C4	C5
2022-02-14	0.432412	0.744068	0.459601
2022-02-15	0.421712	0.180894	0.170604
2022-02-16	0.836575	0.738927	0.903158

```
dframe.iloc[:, 2:5]
```

	C3	C4	C5
2022-02-12	0.683455	0.479362	0.665110
2022-02-13	0.725096	0.248577	0.093572
2022-02-14	0.432412	0.744068	0.459601
2022-02-15	0.421712	0.180894	0.170604
2022-02-16	0.836575	0.738927	0.903158
2022-02-17	0.730190	0.111219	0.037546
2022-02-18	0.953753	0.312256	0.221234

```
dframe.iloc[0][0]=10
```

```
dframe
```

	C1	C2	C3	...	C5	C6
C7						

```
2022-02-12 10.000000 0.993401 0.683455 ... 0.665110 0.873956
0.274475
2022-02-13 0.391973 0.068030 0.725096 ... 0.093572 0.894645
0.167236
2022-02-14 0.646896 0.719612 0.432412 ... 0.459601 0.773174
0.588044
2022-02-15 0.845255 0.227786 0.421712 ... 0.170604 0.665190
0.347445
2022-02-16 0.698018 0.944043 0.836575 ... 0.903158 0.092784
0.938317
2022-02-17 0.819020 0.277573 0.730190 ... 0.037546 0.439848
0.768126
2022-02-18 0.530858 0.249617 0.953753 ... 0.221234 0.655107
0.813539
```

[7 rows x 7 columns]



```
for i in range(0,7):
    for j in range(0,7):
        dataframe.iloc[i][j]=((i+1)*(j+1))
dataframe
```

```
      C1  C2  C3  C4  C5  C6  C7
2022-02-12  1.0  2.0  3.0  4.0  5.0  6.0  7.0
2022-02-13  2.0  4.0  6.0  8.0  10.0  12.0  14.0
2022-02-14  3.0  6.0  9.0  12.0  15.0  18.0  21.0
2022-02-15  4.0  8.0  12.0  16.0  20.0  24.0  28.0
2022-02-16  5.0  10.0  15.0  20.0  25.0  30.0  35.0
2022-02-17  6.0  12.0  18.0  24.0  30.0  36.0  42.0
2022-02-18  7.0  14.0  21.0  28.0  35.0  42.0  49.0
```

```
dataframe[dataframe['C1'].isin([1,3,5,7])]
```

```
      C1  C2  C3  C4  C5  C6  C7
2022-02-12  1.0  2.0  3.0  4.0  5.0  6.0  7.0
2022-02-14  3.0  6.0  9.0  12.0  15.0  18.0  21.0
2022-02-16  5.0  10.0  15.0  20.0  25.0  30.0  35.0
2022-02-18  7.0  14.0  21.0  28.0  35.0  42.0  49.0
```



```
dframe['C1']=123
dframe['C2']=234
dframe['C3']=345
dframe['C4']=456
dframe['C5']=567
dframe['C6']=678
dframe['C7']=789
dframe
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567	678	789
2022-02-13	123	234	345	456	567	678	789
2022-02-14	123	234	345	456	567	678	789
2022-02-15	123	234	345	456	567	678	789
2022-02-16	123	234	345	456	567	678	789
2022-02-17	123	234	345	456	567	678	789
2022-02-18	123	234	345	456	567	678	789

dframe.at Access a single value for a row/column label pair.

Similar to loc, in that both provide label-based lookups. Use at if you only need to get or set a single value in a DataFrame or Series.

Raises

KeyError If 'label' does not exist in DataFrame.

See Also

DataFrame.iat : Access a single value for a row/column pair by integer position.

DataFrame.loc : Access a group of rows and columns by label(s). Series.at : Access a single value using a label.

Examples

```
df = pd.DataFrame([[0, 2, 3], [0, 4, 1], [10, 20, 30]], ... index=[4, 5, 6], columns=['A',
'B', 'C']) df A B C 4 0 2 3 5 0 4 1 6 10 20 30
```

Get value at specified row/column pair

```
df.at[4, 'B'] 2
```

Set value at specified row/column pair

```
df.at[4, 'B'] = 10 df.at[4, 'B'] 10
```

Get value within a Series

```
df.loc[5].at['B'] 4
```

```
dframe.at[1:4, 'C4']=777
dframe
```

```
/usr/local/lib/python3.7/dist-packages/pandas/core/indexing.py:719:  
FutureWarning: Slicing a positional slice with .loc is not supported,  
and will raise TypeError in a future version. Use .loc with labels or  
.iloc with positions instead.
```

```
indexer = self._get_setitem_indexer(key)
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567	678	789
2022-02-13	123	234	345	777	567	678	789
2022-02-14	123	234	345	777	567	678	789
2022-02-15	123	234	345	777	567	678	789
2022-02-16	123	234	345	456	567	678	789
2022-02-17	123	234	345	456	567	678	789
2022-02-18	123	234	345	456	567	678	789

`df.iat` Access a single value for a row/column pair by integer position.

Similar to `iloc`, in that both provide integer-based lookups. Use `iat` if you only need to get or set a single value in a DataFrame or Series.

Raises

`IndexError` When integer position is out of bounds.

See Also

`DataFrame.at` : Access a single value for a row/column label pair. `DataFrame.loc` : Access a group of rows and columns by label(s). `DataFrame.iloc` : Access a group of rows and columns by integer position(s).

Examples

```
df = pd.DataFrame([[0, 2, 3], [0, 4, 1], [10, 20, 30]], ... columns=['A', 'B', 'C']) df A B  
C 0 0 2 3 1 0 4 1 2 10 20 30
```

Get value at specified row/column pair

```
df.iat[1, 2] 1
```

Set value at specified row/column pair

```
df.iat[1, 2] = 10 df.iat[1, 2] 10
```

Get value within a series

```
df.loc[0].iat[1] 2
```

```
df.iat[3, 3]=333  
df
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567	678	789
2022-02-13	123	234	345	777	567	678	789

2022-02-14	123	234	345	777	567	678	789
2022-02-15	123	234	345	333	567	678	789
2022-02-16	123	234	345	456	567	678	789
2022-02-17	123	234	345	456	567	678	789
2022-02-18	123	234	345	456	567	678	789



```
dframe.iloc[5,5]=505  
dframe
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567	678	789
2022-02-13	123	234	345	777	567	678	789
2022-02-14	123	234	345	777	567	678	789
2022-02-15	123	234	345	333	567	678	789
2022-02-16	123	234	345	456	567	678	789
2022-02-17	123	234	345	456	567	505	789
2022-02-18	123	234	345	456	567	678	789

(deep: bool_t = True) -> DataFrame Make a copy of this object's indices and data.

When deep=True (default), a new object will be created with a copy of the calling object's data and indices. Modifications to the data or indices of the copy will not be reflected in the original object (see notes below).

When deep=False, a new object will be created without copying the calling object's data or index (only references to the data and index are copied). Any changes to the data of the original will be reflected in the shallow copy (and vice versa).

Parameters

deep : bool, default True Make a deep copy, including a copy of the data and the indices. With deep=False neither the indices nor the data are copied.

Returns

copy : Series or DataFrame Object type matches caller.

Notes

When `deep=True`, data is copied but actual Python objects will not be copied recursively, only the reference to the object. This is in contrast to `copy.deepcopy` in the Standard Library, which recursively copies object data (see examples below).

While Index objects are copied when `deep=True`, the underlying numpy array is not copied for performance reasons. Since Index is immutable, the underlying data can be safely shared and a copy is not needed.

Examples

```
s = pd.Series([1, 2], index=["a", "b"]) s a 1 b 2 dtype: int64 s_copy = s.copy()
s_copy a 1 b 2 dtype: int64 Shallow copy versus default (deep) copy:
```

```
s = pd.Series([1, 2], index=["a", "b"]) deep = s.copy() shallow = s.copy(deep=False)
Shallow copy shares data and index with original.
```

```
s is shallow False s.values is shallow.values and s.index is shallow.index True
Deep copy has own copy of data and index.
```

```
s is deep False s.values is deep.values or s.index is deep.index False Updates to the
data shared by shallow copy and original is reflected in both; deep copy remains
unchanged.
```

```
s[0] = 3 shallow[1] = 4 s a 3 b 4 dtype: int64 shallow a 3 b 4 dtype: int64 deep a 1
b 2 dtype: int64 Note that when copying an object containing Python objects, a
deep copy will copy the data, but will not do so recursively. Updating a nested
data object will be reflected in the deep copy.
```

```
s = pd.Series([[1, 2], [3, 4]]) deep = s.copy() s[0][0] = 10 s 0 [10, 2] 1 [3, 4] dtype:
object deep 0 [10, 2] 1 [3, 4] dtype: object
```

```
dframe1 = dframe1.copy(deep=True)
dframe1.copy()
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567	678	789
2022-02-13	123	234	345	777	567	678	789
2022-02-14	123	234	345	777	567	678	789
2022-02-15	123	234	345	333	567	678	789
2022-02-16	123	234	345	456	567	678	789
2022-02-17	123	234	345	456	567	505	789
2022-02-18	123	234	345	456	567	678	789

```
dframe1[(dframe1['C1']>0.5) & (dframe1['C4']>0.5)] = 0
dframe1
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	0	0	0	0	0	0	0
2022-02-13	0	0	0	0	0	0	0
2022-02-14	0	0	0	0	0	0	0
2022-02-15	0	0	0	0	0	0	0
2022-02-16	0	0	0	0	0	0	0

```
2022-02-17    0    0    0    0    0    0    0
2022-02-18    0    0    0    0    0    0    0
```

```
dframe1[dframe1['C1'] == 0]
```

```
      C1  C2  C3  C4  C5  C6  C7
2022-02-12    0    0    0    0    0    0    0
2022-02-13    0    0    0    0    0    0    0
2022-02-14    0    0    0    0    0    0    0
2022-02-15    0    0    0    0    0    0    0
2022-02-16    0    0    0    0    0    0    0
2022-02-17    0    0    0    0    0    0    0
2022-02-18    0    0    0    0    0    0    0
```

```
dframe1[dframe1['C1'].isin([0])] = 99
dframe1
```

```
      C1  C2  C3  C4  C5  C6  C7
2022-02-12  99  99  99  99  99  99  99
2022-02-13  99  99  99  99  99  99  99
2022-02-14  99  99  99  99  99  99  99
2022-02-15  99  99  99  99  99  99  99
2022-02-16  99  99  99  99  99  99  99
2022-02-17  99  99  99  99  99  99  99
2022-02-18  99  99  99  99  99  99  99
```

```
dframe1[dframe1['C1'] == 99]
```

```
      C1  C2  C3  C4  C5  C6  C7
2022-02-12  99  99  99  99  99  99  99
2022-02-13  99  99  99  99  99  99  99
2022-02-14  99  99  99  99  99  99  99
2022-02-15  99  99  99  99  99  99  99
2022-02-16  99  99  99  99  99  99  99
2022-02-17  99  99  99  99  99  99  99
2022-02-18  99  99  99  99  99  99  99
```

#Dealing with NULL Values

```
dframe.at[0:8, 'C7'] = np.NaN
dframe.at[0:2, 'C6'] = np.NaN
dframe.at[5:6, 'C5'] = np.NaN
dframe
```

```
/usr/local/lib/python3.7/dist-packages/pandas/core/indexing.py:719:
FutureWarning: Slicing a positional slice with .loc is not supported,
and will raise TypeError in a future version. Use .loc with labels or
.iloc with positions instead.
```

```
    indexer = self._get_setitem_indexer(key)
```

```
      C1  C2  C3  C4  C5  C6  C7
2022-02-12  123  234  345  456  567.0  NaN NaN
```

2022-02-13	123	234	345	777	567.0	NaN	NaN
2022-02-14	123	234	345	777	567.0	678.0	NaN
2022-02-15	123	234	345	333	567.0	678.0	NaN
2022-02-16	123	234	345	456	567.0	678.0	NaN
2022-02-17	123	234	345	456	NaN	505.0	NaN
2022-02-18	123	234	345	456	567.0	678.0	NaN

dframe.notna()

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	True	True	True	True	True	False	False
2022-02-13	True	True	True	True	True	False	False
2022-02-14	True	True	True	True	True	True	False
2022-02-15	True	True	True	True	True	True	False
2022-02-16	True	True	True	True	True	True	False
2022-02-17	True	True	True	True	False	True	False
2022-02-18	True	True	True	True	True	True	False

dframe.isna()

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	False	False	False	False	False	True	True
2022-02-13	False	False	False	False	False	True	True
2022-02-14	False	False	False	False	False	False	True
2022-02-15	False	False	False	False	False	False	True
2022-02-16	False	False	False	False	False	False	True
2022-02-17	False	False	False	False	True	False	True
2022-02-18	False	False	False	False	False	False	True



```
dframe = dframe.fillna(1020)
dframe
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567.0	1020.0	1020.0
2022-02-13	123	234	345	777	567.0	1020.0	1020.0
2022-02-14	123	234	345	777	567.0	678.0	1020.0
2022-02-15	123	234	345	333	567.0	678.0	1020.0
2022-02-16	123	234	345	456	567.0	678.0	1020.0

2022-02-17	123	234	345	456	1020.0	505.0	1020.0
2022-02-18	123	234	345	456	567.0	678.0	1020.0

```
dframe.at[0:5 , 'C7'] = np.NaN
dframe.at[0:2 , 'C6'] = np.NaN
dframe.at[5:6 , 'C5'] = np.NaN
dframe
```

```
/usr/local/lib/python3.7/dist-packages/pandas/core/indexing.py:719:
FutureWarning: Slicing a positional slice with .loc is not supported,
and will raise TypeError in a future version. Use .loc with labels or
.iloc with positions instead.
    indexer = self._get_setitem_indexer(key)
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567.0	NaN	NaN
2022-02-13	123	234	345	777	567.0	NaN	NaN
2022-02-14	123	234	345	777	567.0	678.0	NaN
2022-02-15	123	234	345	333	567.0	678.0	NaN
2022-02-16	123	234	345	456	567.0	678.0	NaN
2022-02-17	123	234	345	456	NaN	505.0	1020.0
2022-02-18	123	234	345	456	567.0	678.0	1020.0

```
dframe.fillna(value={'C5':123, 'C6':789})
dframe
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567.0	NaN	NaN
2022-02-13	123	234	345	777	567.0	NaN	NaN
2022-02-14	123	234	345	777	567.0	678.0	NaN
2022-02-15	123	234	345	333	567.0	678.0	NaN
2022-02-16	123	234	345	456	567.0	678.0	NaN
2022-02-17	123	234	345	456	NaN	505.0	1020.0
2022-02-18	123	234	345	456	567.0	678.0	1020.0

```
dframe.fillna(value={'C7':789}, limit=1)
dframe
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567.0	NaN	NaN
2022-02-13	123	234	345	777	567.0	NaN	NaN
2022-02-14	123	234	345	777	567.0	678.0	NaN
2022-02-15	123	234	345	333	567.0	678.0	NaN
2022-02-16	123	234	345	456	567.0	678.0	NaN
2022-02-17	123	234	345	456	NaN	505.0	1020.0
2022-02-18	123	234	345	456	567.0	678.0	1020.0

```
dframe.dropna()
dframe
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567.0	NaN	NaN

2022-02-13	123	234	345	777	567.0	NaN	NaN
2022-02-14	123	234	345	777	567.0	678.0	NaN
2022-02-15	123	234	345	333	567.0	678.0	NaN
2022-02-16	123	234	345	456	567.0	678.0	NaN
2022-02-17	123	234	345	456	NaN	505.0	1020.0
2022-02-18	123	234	345	456	567.0	678.0	1020.0

```
dframe.dropna(axis='columns')  
dframe
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567.0	NaN	NaN
2022-02-13	123	234	345	777	567.0	NaN	NaN
2022-02-14	123	234	345	777	567.0	678.0	NaN
2022-02-15	123	234	345	333	567.0	678.0	NaN
2022-02-16	123	234	345	456	567.0	678.0	NaN
2022-02-17	123	234	345	456	NaN	505.0	1020.0
2022-02-18	123	234	345	456	567.0	678.0	1020.0

```
dframe.dropna(subset=['C5', 'C6'])
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-14	123	234	345	777	567.0	678.0	NaN
2022-02-15	123	234	345	333	567.0	678.0	NaN
2022-02-16	123	234	345	456	567.0	678.0	NaN
2022-02-18	123	234	345	456	567.0	678.0	1020.0

#Descriptive Statistics

```
dframe.fillna(55, inplace=True)  
dframe
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567.0	55.0	55.0
2022-02-13	123	234	345	777	567.0	55.0	55.0
2022-02-14	123	234	345	777	567.0	678.0	55.0
2022-02-15	123	234	345	333	567.0	678.0	55.0
2022-02-16	123	234	345	456	567.0	678.0	55.0
2022-02-17	123	234	345	456	55.0	505.0	1020.0
2022-02-18	123	234	345	456	567.0	678.0	1020.0

```
dframe.mean()
```

```
C1    123.000000  
C2    234.000000  
C3    345.000000  
C4    530.142857  
C5    493.857143  
C6    475.285714  
C7    330.714286  
dtype: float64
```



```
dframe.max()
```

```
C1      123.0  
C2      234.0  
C3      345.0  
C4      777.0  
C5      567.0  
C6      678.0  
C7     1020.0  
dtype: float64
```

```
dframe.min()
```

```
C1      123.0  
C2      234.0  
C3      345.0  
C4      333.0  
C5       55.0  
C6       55.0  
C7       55.0  
dtype: float64
```

```
dframe.median()
```

```
C1      123.0  
C2      234.0  
C3      345.0  
C4      456.0  
C5      567.0  
C6      678.0  
C7       55.0  
dtype: float64
```

```
dframe.std()
```

```
C1      0.000000  
C2      0.000000  
C3      0.000000  
C4     174.514019  
C5     193.517810  
C6     293.977161  
C7     470.871785  
dtype: float64
```

```
dframe.var()
```

```
C1      0.000000  
C2      0.000000  
C3      0.000000  
C4    30455.142857  
C5    37449.142857  
C6    86422.571429
```

```
C7      221720.238095  
dtype: float64
```

```
dframe.quantile()
```

```
C1      123.0  
C2      234.0  
C3      345.0  
C4      456.0  
C5      567.0  
C6      678.0  
C7       55.0  
Name: 0.5, dtype: float64
```

```
dframe.quantile(0.25)
```

```
C1      123.0  
C2      234.0  
C3      345.0  
C4      456.0  
C5      567.0  
C6      280.0  
C7       55.0  
Name: 0.25, dtype: float64
```

```
dframe.quantile(0.50)
```

```
C1      123.0  
C2      234.0  
C3      345.0  
C4      456.0  
C5      567.0  
C6      678.0  
C7       55.0  
Name: 0.5, dtype: float64
```

```
dframe.quantile(0.75)
```

```
C1      123.0  
C2      234.0  
C3      345.0  
C4      616.5  
C5      567.0  
C6      678.0  
C7      537.5  
Name: 0.75, dtype: float64
```

```
dframe.quantile(0.75)-dframe.quantile(0.25)
```

```
C1       0.0  
C2       0.0  
C3       0.0
```

```
C4    160.5
C5      0.0
C6    398.0
C7    482.5
dtype: float64
```

```
dframe.sum()
```

```
C1    861.0
C2   1638.0
C3   2415.0
C4   3711.0
C5   3457.0
C6   3327.0
C7   2315.0
dtype: float64
```

```
dframe.describe()
```

	C1	C2	C3	C4	C5	C6
C7						
count	7.0	7.0	7.0	7.000000	7.000000	7.000000
7.000000						
mean	123.0	234.0	345.0	530.142857	493.857143	475.285714
330.714286						
std	0.0	0.0	0.0	174.514019	193.517810	293.977161
470.871785						
min	123.0	234.0	345.0	333.000000	55.000000	55.000000
55.000000						
25%	123.0	234.0	345.0	456.000000	567.000000	280.000000
55.000000						
50%	123.0	234.0	345.0	456.000000	567.000000	678.000000
55.000000						
75%	123.0	234.0	345.0	616.500000	567.000000	678.000000
537.500000						
max	123.0	234.0	345.0	777.000000	567.000000	678.000000
1020.000000						

```
dframe.skew()
```

```
C1    0.000000
C2    0.000000
C3    0.000000
C4    0.912895
C5   -2.645751
C6   -1.057380
C7    1.229634
dtype: float64
```

```
dframe.kurt()
```

```
C1    0.000000
C2    0.000000
C3    0.000000
C4   -0.842404
C5     7.000000
C6   -1.078846
C7   -0.840000
dtype: float64
```

```
dframe.corr()
```

	C1	C2	C3	C4	C5	C6	C7
C1	NaN	NaN	NaN	NaN	NaN	NaN	NaN
C2	NaN	NaN	NaN	NaN	NaN	NaN	NaN
C3	NaN	NaN	NaN	NaN	NaN	NaN	NaN
C4	NaN	NaN	NaN	1.000000	0.187343	-0.307890	-0.290230
C5	NaN	NaN	NaN	0.187343	1.000000	-0.044571	-0.645497
C6	NaN	NaN	NaN	-0.307890	-0.044571	1.000000	0.270053
C7	NaN	NaN	NaN	-0.290230	-0.645497	0.270053	1.000000

```
dframe.cov()
```

	C1	C2	C3	C4	C5	C6
C1	0.0	0.0	0.0	0.000000	0.000000	0.000000
C2	0.0	0.0	0.0	0.000000	0.000000	0.000000
C3	0.0	0.0	0.0	0.000000	0.000000	0.000000
C4	0.0	0.0	0.0	30455.142857	6326.857143	-15795.714286
C5	0.0	0.0	0.0	6326.857143	37449.142857	-2535.619048
C6	0.0	0.0	0.0	-15795.714286	-2535.619048	86422.571429
C7	0.0	0.0	0.0	-23849.285714	-58819.047619	37382.261905

```
#import statistics as st
```



```
import statistics as st
dframe.at[3:6,'C1']=22
dframe
```

```
/usr/local/lib/python3.7/dist-packages/pandas/core/indexing.py:719:
FutureWarning: Slicing a positional slice with .loc is not supported,
and will raise TypeError in a future version. Use .loc with labels or
.iloc with positions instead.
    indexer = self._get_setitem_indexer(key)
```

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567.0	55.0	55.0
2022-02-13	123	234	345	777	567.0	55.0	55.0
2022-02-14	123	234	345	777	567.0	678.0	55.0
2022-02-15	22	234	345	333	567.0	678.0	55.0
2022-02-16	22	234	345	456	567.0	678.0	55.0
2022-02-17	22	234	345	456	55.0	505.0	1020.0
2022-02-18	123	234	345	456	567.0	678.0	1020.0

```
st.mean(dframe['C1'])
```

```
79.71428571428571
```

```
st.harmonic_mean(dframe['C1'])
```

```
41.44857768052516
```



```
arr = np. array( [1, 2,3,4,5, 6,7,8])  
st.median(arr)
```

4.5

```
st.median_low(arr)
```

4

```
st.median_high(arr)
```

5

```
st.mode(dframe['C7'])
```

55.0

```
st.variance(dframe['C1'])
```

2914.5714285714284

```
st.pvariance(dframe['C1'])
```

2498.204081632653

```
st.stdev(dframe['C1'])
```

53.986770866309726

```
st.pstdev(dframe['C1'])
```

49.982037589844744

dframe

	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123	234	345	456	567.0	55.0	55.0
2022-02-13	123	234	345	777	567.0	55.0	55.0
2022-02-14	123	234	345	777	567.0	678.0	55.0
2022-02-15	22	234	345	333	567.0	678.0	55.0
2022-02-16	22	234	345	456	567.0	678.0	55.0
2022-02-17	22	234	345	456	55.0	505.0	1020.0
2022-02-18	123	234	345	456	567.0	678.0	1020.0

```
dframe.apply(max)
```

```
C1      123.0  
C2      234.0  
C3      345.0  
C4      777.0  
C5      567.0  
C6      678.0  
C7     1020.0  
dtype: float64
```

```
dframe.apply(min)
```

```
C1      22.0  
C2     234.0  
C3     345.0  
C4     333.0  
C5      55.0  
C6      55.0  
C7      55.0  
dtype: float64
```



```
dframe.apply(sum)
```

```
C1      558.0  
C2     1638.0  
C3     2415.0  
C4     3711.0  
C5     3457.0  
C6     3327.0  
C7     2315.0  
dtype: float64
```

```
dframe.apply(np.sum)
```

```
C1      558.0  
C2     1638.0  
C3     2415.0  
C4     3711.0  
C5     3457.0  
C6     3327.0  
C7     2315.0  
dtype: float64
```

```
dframe.apply(np.sum ,axis=1)
```

```
2022-02-12      1835.0  
2022-02-13      2156.0  
2022-02-14      2779.0  
2022-02-15      2234.0
```

```
2022-02-16    2357.0
2022-02-17    2637.0
2022-02-18    3423.0
Freq: D, dtype: float64
```

```
dframe.applymap(np.sqrt)
```

	C1	C2	C3	...	C5	C6
C7						
2022-02-12	11.090537	15.297059	18.574176	...	23.811762	7.416198
7.416198						
2022-02-13	11.090537	15.297059	18.574176	...	23.811762	7.416198
7.416198						
2022-02-14	11.090537	15.297059	18.574176	...	23.811762	26.038433
7.416198						
2022-02-15	4.690416	15.297059	18.574176	...	23.811762	26.038433
7.416198						
2022-02-16	4.690416	15.297059	18.574176	...	23.811762	26.038433
7.416198						
2022-02-17	4.690416	15.297059	18.574176	...	7.416198	22.472205
31.937439						
2022-02-18	11.090537	15.297059	18.574176	...	23.811762	26.038433
31.937439						

```
[7 rows x 7 columns]
```

```
import math
dframe.applymap(math.sqrt)
```

	C1	C2	C3	...	C5	C6
C7						
2022-02-12	11.090537	15.297059	18.574176	...	23.811762	7.416198
7.416198						
2022-02-13	11.090537	15.297059	18.574176	...	23.811762	7.416198
7.416198						
2022-02-14	11.090537	15.297059	18.574176	...	23.811762	26.038433
7.416198						
2022-02-15	4.690416	15.297059	18.574176	...	23.811762	26.038433
7.416198						
2022-02-16	4.690416	15.297059	18.574176	...	23.811762	26.038433
7.416198						
2022-02-17	4.690416	15.297059	18.574176	...	7.416198	22.472205
31.937439						
2022-02-18	11.090537	15.297059	18.574176	...	23.811762	26.038433
31.937439						

```
[7 rows x 7 columns]
```

```
dframe.applymap(float)
```


	C1	C2	C3	C4	C5	C6	C7
2022-02-12	123.0	234.0	345.0	456.0	567.0	55.0	55.0
2022-02-13	123.0	234.0	345.0	777.0	567.0	55.0	55.0
2022-02-14	123.0	234.0	345.0	777.0	567.0	678.0	55.0
2022-02-15	22.0	234.0	345.0	333.0	567.0	678.0	55.0
2022-02-16	22.0	234.0	345.0	456.0	567.0	678.0	55.0
2022-02-17	22.0	234.0	345.0	456.0	55.0	505.0	1020.0
2022-02-18	123.0	234.0	345.0	456.0	567.0	678.0	1020.0

```
dframe.apply(lambda x: min(x))
```

```
C1      22.0  
C2     234.0  
C3     345.0  
C4     333.0  
C5      55.0  
C6      55.0  
C7      55.0  
dtype: float64
```

```
dframe.apply(lambda x: x*x)
```

	C1	C2	C3	C4	C5	C6
C7						
2022-02-12	15129	54756	119025	207936	321489.0	3025.0
3025.0						
2022-02-13	15129	54756	119025	603729	321489.0	3025.0
3025.0						
2022-02-14	15129	54756	119025	603729	321489.0	459684.0
3025.0						
2022-02-15	484	54756	119025	110889	321489.0	459684.0
3025.0						
2022-02-16	484	54756	119025	207936	321489.0	459684.0
3025.0						
2022-02-17	484	54756	119025	207936	3025.0	255025.0
1040400.0						
2022-02-18	15129	54756	119025	207936	321489.0	459684.0
1040400.0						

```
dafl = pd.DataFrame ({'id' : ['1', '2', '3', '4', '5'], 'Name' :  
['Prajakta', 'Prerna', 'Prema', 'Pari', 'Palkia']})  
dafl
```

```
   id  Name  
0  1  Prajakta  
1  2   Prerna  
2  3    Prema  
3  4     Pari  
4  5   Palkia
```

```
daf2 = pd.DataFrame ({'id': ['1', '2', '6', '7', '8'], 'Score': [40 ,  
60 , 80 , 90 , 70]})  
daf2
```

	id	Score
0	1	40
1	2	60
2	6	80
3	7	90
4	8	70

Inner Join

```
pd.merge(daf1, daf2, on='id', how='inner')
```

	id	Name	Score
0	1	Prajakta	40
1	2	Prerna	60

Full Outer Join

```
pd.merge(daf1, daf2, on='id', how='outer')
```

	id	Name	Score
0	1	Prajakta	40.0
1	2	Prerna	60.0
2	3	Prema	NaN
3	4	Pari	NaN
4	5	Palkia	NaN
5	6	NaN	80.0
6	7	NaN	90.0
7	8	NaN	70.0

Left Outer Join

```
pd.merge(daf1, daf2, on='id', how='left')
```

	id	Name	Score
0	1	Prajakta	40.0
1	2	Prerna	60.0
2	3	Prema	NaN
3	4	Pari	NaN
4	5	Palkia	NaN

#Right Outer Join

```
pd.merge(daf1, daf2, on='id', how='right')
```

	id	Name	Score
0	1	Prajakta	40
1	2	Prerna	60
2	6	NaN	80
3	7	NaN	90
4	8	NaN	70


```
[5 rows x 13 columns],
      ID      Name      Form ... Sp. Def Speed Generation
1040  896  Glastrier      ...    110   30           8
1041  897  Spectrier      ...    80   130          8
1042  898    Calyrex      ...    80    80           8
1043  898    Calyrex  Ice Rider ...   130   50           8
1044  898    Calyrex  Shadow Rider ...   100  150           8

[5 rows x 13 columns])
```

```
df_pokemon['Total'] = df_pokemon['HP'] + df_pokemon['Attack']
df_pokemon
```

```
      ID      Name      Form ... Sp. Def Speed Generation
0      1  Bulbasaur      ...    65   45           1
1      2   Ivysaur      ...    80   60           1
2      3  Venusaur      ...   100   80           1
3      4  Charmander      ...    50   65           1
4      5  Charmeleon      ...    65   80           1
...  ...  ...      ...  ...  ...  ...
1040  896  Glastrier      ...   110   30           8
1041  897  Spectrier      ...    80  130           8
1042  898    Calyrex      ...    80   80           8
1043  898    Calyrex  Ice Rider ...   130   50           8
1044  898    Calyrex  Shadow Rider ...   100  150           8
```

```
[1045 rows x 13 columns]
```

```
df_pokemon['Total'] = df_pokemon['HP'] + df_pokemon['Attack']
df_pokemon
```

```
      ID      Name      Form ... Sp. Def Speed Generation
0      1  Bulbasaur      ...    65   45           1
1      2   Ivysaur      ...    80   60           1
2      3  Venusaur      ...   100   80           1
3      4  Charmander      ...    50   65           1
4      5  Charmeleon      ...    65   80           1
...  ...  ...      ...  ...  ...  ...
1040  896  Glastrier      ...   110   30           8
1041  897  Spectrier      ...    80  130           8
1042  898    Calyrex      ...    80   80           8
1043  898    Calyrex  Ice Rider ...   130   50           8
1044  898    Calyrex  Shadow Rider ...   100  150           8
```

```
[1045 rows x 13 columns]
```

```
df_pokemon['Total'] = df_pokemon.iloc[:,4:10].sum(axis=1)
df_pokemon.head(5)
```

```
/usr/local/lib/python3.7/dist-packages/ipykernel_launcher.py:1:
FutureWarning: Dropping of nuisance columns in DataFrame reductions
(with 'numeric_only=None') is deprecated; in a future version this
will raise TypeError. Select only valid columns before calling the
reduction.
```

```
"""Entry point for launching an IPython kernel.
```

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed	Generation
0	1	Bulbasaur		Grass	...		65		65	45	1
1	2	Ivysaur		Grass	...		80		80	60	1
2	3	Venusaur		Grass	...		100		100	80	1
3	4	Charmander		Fire	...		60		50	65	1
4	5	Charmeleon		Fire	...		80		65	80	1

```
[5 rows x 13 columns]
```

```
cols = list(df_pokemon.columns)
df_pokemon = df_pokemon[cols[0:10] + [cols[-1]] + cols[10:12]]
df_pokemon.head(5)
```

	ID	Name	Form	Type1	...	Sp.	Atk	Generation	Sp.	Def	Speed
0	1	Bulbasaur		Grass	...		65	1		65	45
1	2	Ivysaur		Grass	...		80	1		80	60
2	3	Venusaur		Grass	...		100	1		100	80
3	4	Charmander		Fire	...		60	1		50	65
4	5	Charmeleon		Fire	...		80	1		65	80

```
[5 rows x 13 columns]
```

```
cols = list(df_pokemon.columns)
df_pokemon = df_pokemon[cols[0:10] + [cols[-1]] + cols[10:12]]
df_pokemon.head(5)
```

	ID	Name	Form	Type1	...	Sp.	Atk	Speed	Generation	Sp.	Def
0	1	Bulbasaur		Grass	...		65	45		1	65
1	2	Ivysaur		Grass	...		80	60		1	80
2	3	Venusaur		Grass	...		100	80		1	100
3	4	Charmander		Fire	...		60	65		1	50
4	5	Charmeleon		Fire	...		80	80		1	65

```
[5 rows x 13 columns]
```

```
cols = list(df_pokemon.columns)
df_pokemon = df_pokemon[cols[0:10] + [cols[12]] + cols[10:12]]
df_pokemon.head(5)
```

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed	Generation
0	1	Bulbasaur		Grass	...		65		65	45	1
1	2	Ivysaur		Grass	...		80		80	60	1
2	3	Venusaur		Grass	...		100		100	80	1
3	4	Charmander		Fire	...		60		50	65	1

4	5	Charmeleon	Fire	...	80	65	80	1
---	---	------------	------	-----	----	----	----	---

```
[5 rows x 13 columns]
```

```
df_pokemon.to_csv('poke_updated1.csv', index=False)
```

```
df_pokemon.to_html('poke_updated1.html', index=False)
```

```
df_pokemon.to_json('poke_updated1.json')
```

```
df_pokemon.to_excel('poke_updated1.xlsx', index=False)
```

```
df_pokemon.to_excel('poke_updated1_xls.xls', index=False)
```

```
/usr/local/lib/python3.7/dist-packages/ipykernel_launcher.py:1:
FutureWarning: As the xlwt package is no longer maintained, the xlwt
engine will be removed in a future version of pandas. This is the only
engine in pandas that supports writing in the xls format. Install
openpyxl and write to an xlsx file instead. You can set the option
io.excel.xls.writer to 'xlwt' to silence this warning. While this
option is deprecated and will also raise a warning, it can be globally
set and the warning suppressed.
```

```
"""Entry point for launching an IPython kernel.
```

```
df_pokemon.to_csv('poke.txt' , sep='\t' , index=False)
```

```
df_pokemon.loc[df_pokemon['Type2'] == 'Dragon']
```

df_pokemon

	ID	Name	Form	...	Sp.	Def	Speed	Generation
0	1	Bulbasaur		...		65	45	1
1	2	Ivysaur		...		80	60	1
2	3	Venusaur		...		100	80	1
3	4	Charmander		...		50	65	1
4	5	Charmeleon		...		65	80	1
...
1040	896	Glastrier		...		110	30	8
1041	897	Spectrier		...		80	130	8
1042	898	Calyrex		...		80	80	8
1043	898	Calyrex	Ice Rider	...		130	50	8
1044	898	Calyrex	Shadow Rider	...		100	150	8

```
[1045 rows x 13 columns]
```

```
df3 = df_pokemon.loc[(df_pokemon['Type2'] == 'Dragon') &
(df_pokemon['Type1'] == 'Dark')]
df3
```

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
649 633	Deino		Dark	...	45	50	38

```

650 634 Zweilous      Dark ...      65      70      58
5
651 635 Hydreigon    Dark ...     125     90     98
5
912 799 Guzzlord      Dark ...      97      53      43
7

```

[4 rows x 13 columns]

```

df4 = df3.reset_index()
df4

```

	index	ID	Name	Form	...	Sp.	Atk	Sp.	Def	Speed	Generation
0	649	633	Deino		...		45		50	38	5
1	650	634	Zweilous		...		65		70	58	5
2	651	635	Hydreigon		...		125		90	98	5
3	912	799	Guzzlord		...		97		53	43	7

[4 rows x 14 columns]

```

df3.reset_index(drop=True, inplace=True)
df3

```

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed	Generation
0	633	Deino		Dark	...		45		50	38	5
1	634	Zweilous		Dark	...		65		70	58	5
2	635	Hydreigon		Dark	...		125		90	98	5
3	799	Guzzlord		Dark	...		97		53	43	7

[4 rows x 13 columns]

```

df_pokemon.head(10)

```

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed	Generation
0	1	Bulbasaur		Grass	...		65		65	45	1
1	2	Ivysaur		Grass	...		80		80	60	1
2	3	Venusaur		Grass	...		100		100	80	1
3	4	Charmander		Fire	...		60		50	65	1
4	5	Charmeleon		Fire	...		80		65	80	1
5	6	Charizard		Fire	...		109		85	100	1
6	7	Squirtle		Water	...		50		64	43	1
7	8	Wartortle		Water	...		65		80	58	1
8	9	Blastoise		Water	...		85		105	78	1
9	10	Caterpie		Bug	...		20		20	45	1

[10 rows x 13 columns]

```

df_pokemon.Name.str.contains("rill").head(10)

```

```

0    False
1    False

```

2 False
 3 False
 4 False
 5 False
 6 False
 7 False
 8 False
 9 False

Name: Name, dtype: bool

df_pokemon.loc[df_pokemon.Name.str.contains('rill')]

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def
Speed	Generation						
14	15	Beedrill		Bug	...	45	80
75		1					
182	183	Marill		Water	...	20	50
40		2					
183	184	Azumarill		Water	...	60	80
50		2					
297	298	Azurill		Normal	...	20	40
20		3					
544	530	Excadrill		Ground	...	50	65
88		5					
608	592	Frillish		Water	...	65	85
40		5					
677	15	Beedrill	Mega Beedrill	Bug	...	15	80
145		6					

[7 rows x 13 columns]

df_pokemon.loc[-df_pokemon.Name.str.contains('rill')].head(10)

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed	Generation
0	1	Bulbasaur		Grass	...	65	65	45	1
1	2	Ivysaur		Grass	...	80	80	60	1
2	3	Venusaur		Grass	...	100	100	80	1
3	4	Charmander		Fire	...	60	50	65	1
4	5	Charmeleon		Fire	...	80	65	80	1
5	6	Charizard		Fire	...	109	85	100	1
6	7	Squirtle		Water	...	50	64	43	1
7	8	Wartortle		Water	...	65	80	58	1
8	9	Blastoise		Water	...	85	105	78	1
9	10	Caterpie		Bug	...	20	20	45	1

[10 rows x 13 columns]



```
df_pokemon.loc[df_pokemon['Type1'].str.contains('Grass') &
df_pokemon['Type2'].str.contains("Poison")]
```

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def
Speed	Generation						
0	1	Bulbasaur		Grass	...	65	65
45		1					
1	2	Ivysaur		Grass	...	80	80
60		1					
2	3	Venusaur		Grass	...	100	100
80		1					
42	43	Oddish		Grass	...	75	65
30		1					
43	44	Gloom		Grass	...	85	75
40		1					
44	45	Vileplume		Grass	...	110	90
50		1					
68	69	Bellsprout		Grass	...	70	30
40		1					
69	70	Weepinbell		Grass	...	85	45
55		1					
70	71	Victreebel		Grass	...	100	70
70		1					
314	315	Roselia		Grass	...	100	80
65		3					
411	406	Budew		Grass	...	50	70
55		4					
412	407	Roserade		Grass	...	125	105
90		4					
606	590	Foongus		Grass	...	55	55
15		5					
607	591	Amoonguss		Grass	...	85	80
30		5					
673	3	Venusaur	Mega Venusaur	Grass	...	122	120
80		6					

[15 rows x 13 columns]

```
df_pokemon.loc[df_pokemon['Type1'].str.contains('grass |water', regex =  
True)].head(10)
```

Empty DataFrame

Columns: [ID, Name, Form, Type1, Type2, Total, HP, Attack, Defense,
Sp. Atk, Sp. Def, Speed, Generation]

Index: []

```
df_pokemon.loc[df_pokemon['Type1'].str.contains('grass |water', case =  
False , regex = True)].head(10)
```

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation								
6	7	Squirtle		Water	...	50	64	43
1								
7	8	Wartortle		Water	...	65	80	58
1								
8	9	Blastoise		Water	...	85	105	78
1								
53	54	Psyduck		Water	...	65	50	55
1								
54	55	Golduck		Water	...	95	80	85
1								
59	60	Poliwag		Water	...	40	40	90
1								
60	61	Poliwhirl		Water	...	50	50	90
1								
61	62	Poliwrath		Water	...	70	90	70
1								
71	72	Tentacool		Water	...	50	100	70
1								
72	73	Tentacruel		Water	...	80	120	100
1								

[10 rows x 13 columns]

```
import re
```

```
df_pokemon.loc[df_pokemon['Type1'].str.contains('grass |water', flags =  
re.I , regex = True)].head(10)
```

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation								
6	7	Squirtle		Water	...	50	64	43
1								
7	8	Wartortle		Water	...	65	80	58
1								
8	9	Blastoise		Water	...	85	105	78
1								
53	54	Psyduck		Water	...	65	50	55
1								
54	55	Golduck		Water	...	95	80	85

```

1
59 60 Poliwag Water ... 40 40 90
1
60 61 Poliwhirl Water ... 50 50 90
1
61 62 Poliwrath Water ... 70 90 70
1
71 72 Tentacool Water ... 50 100 70
1
72 73 Tentacruel Water ... 80 120 100
1

```

[10 rows x 13 columns]

```

df_pokemon.loc[df_pokemon.Name.str.contains('Wa', flags = re.I , regex =
True)].head(10)

```

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation								
7	8	Wartortle		Water	...	65	80	58
1								
59	60	Poliwag		Water	...	40	40	90
1								
104	105	Marowak		Ground	...	50	80	45
1								
259	260	Swampert		Water	...	85	90	60
3								
316	317	Swalot		Poison	...	73	83	55
3								
319	320	Wailmer		Water	...	70	35	60
3								
320	321	Wailord		Water	...	90	45	60
3								
332	333	Swablu		Normal	...	40	75	50
3								
367	365	Walrein		Ice	...	95	90	65
3								
519	505	Watchog		Normal	...	60	69	77
5								

[10 rows x 13 columns]

```

df_pokemon.loc[df_pokemon.Name.str.contains('^Wa[a-l]
+', flags=re.I , regex=True)].head(10)

```

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed	Generation
319	320	Wailmer		Water	...	70	35	60	3
320	321	Wailord		Water	...	90	45	60	3
367	365	Walrein		Ice	...	95	90	65	3

[3 rows x 13 columns]

```
df_pokemon.loc[df_pokemon.Name.str.contains('^[x-z]', flags =
re.I , regex = True)]
```

	ID	Name	Form	...	Sp.	Def	Speed
Generation							
40	41	Zubat		...		40	55
1							
144	145	Zapdos		...		90	100
1							
177	178	Xatu		...		70	95
2							
192	193	Yanma		...		45	95
2							
262	263	Zigzagoon		...		41	60
3							
334	335	Zangoose		...		60	90
3							
476	469	Yanmega		...		56	95
4							
537	523	Zebstrika		...		63	116
5							
578	562	Yamask		...		65	30
5							
586	570	Zorua		...		40	65
5							
587	571	Zoroark		...		60	105
5							
650	634	Zweilous		...		70	58
5							
662	644	Zekrom		...		100	90
5							
796	716	Xerneas		...		98	99
6							
797	717	Yveltal		...		98	99
6							
798	718	Zygarde50% Forme		...		95	95
6							
825	718	Zygarde10% Forme		...		85	115
7							
826	718	Zygarde	Complete Forme	...		95	85
7							
839	734	Yungoos		...		30	45
7							
909	796	Xurkitree		...		71	83
7							
923	807	Zeraora		...		80	143
7							
935	145	Zapdos	Galarian Zapdos	...		90	100
8							
939	263	Zigzagoon	Galarian Zigzagoon	...		41	60

```

8
944 562 Yamask Galarian Yamask ... 65 30
8
971 835 Yamper ... 50 26
8
1028 888 Zacian Crowned Sword ... 115 148
8
1029 888 Zacian Hero of Many Battles ... 115 138
8
1030 889 Zamazenta Crowned Shield ... 145 128
8
1031 889 Zamazenta Hero of Many Battles ... 115 138
8
1037 893 Zarude ... 95 105
8

```

[30 rows x 13 columns]

```

df_pokemon['Name2'] = df_pokemon.Name.str.extract(r'(^w{3})')
df_pokemon.head()

```

	ID	Name	Form	Type1	...	Sp.	Def	Speed	Generation	Name2
0	1	Bulbasaur		Grass	...		65	45	1	Bul
1	2	Ivysaur		Grass	...		80	60	1	Ivy
2	3	Venusaur		Grass	...		100	80	1	Ven
3	4	Charmander		Fire	...		50	65	1	Cha
4	5	Charmeleon		Fire	...		65	80	1	Cha

[5 rows x 14 columns]

```

df_pokemon.loc[df_pokemon.Name.str.match(r'(^[B|b].*)')].head(5)

```

	ID	Name	Form	Type1	...	Sp.	Def	Speed	Generation	Name2
0	1	Bulbasaur		Grass	...		65	45	1	Bul
8	9	Blastoise		Water	...		105	78	1	Bla
11	12	Butterfree		Bug	...		80	70	1	But
14	15	Beedrill		Bug	...		80	75	1	Bee
68	69	Bellsprout		Grass	...		30	40	1	Bel

[5 rows x 14 columns]

#Replace values in DataFrame



```
df_pokemon.head(10)
```

	ID	Name	Form	Type1	...	Sp.	Def	Speed	Generation	Name2
0	1	Bulbasaur		Grass	...		65	45	1	Bul
1	2	Ivysaur		Grass	...		80	60	1	Ivy
2	3	Venusaur		Grass	...		100	80	1	Ven
3	4	Charmander		Fire	...		50	65	1	Cha
4	5	Charmeleon		Fire	...		65	80	1	Cha
5	6	Charizard		Fire	...		85	100	1	Cha
6	7	Squirtle		Water	...		64	43	1	Squ
7	8	Wartortle		Water	...		80	58	1	War
8	9	Blastoise		Water	...		105	78	1	Bla
9	10	Caterpie		Bug	...		20	45	1	Cat

```
[10 rows x 14 columns]
```

```
df_pokemon['Type1'] = df_pokemon['Type1'].replace({'Grass' : 'Meadow',
, 'Fire' : 'Blaze'})
df_pokemon.head(10)
```

	ID	Name	Form	Type1	...	Sp.	Def	Speed	Generation	Name2
0	1	Bulbasaur		Meadow	...		65	45	1	Bul
1	2	Ivysaur		Meadow	...		80	60	1	Ivy
2	3	Venusaur		Meadow	...		100	80	1	Ven
3	4	Charmander		Blaze	...		50	65	1	Cha
4	5	Charmeleon		Blaze	...		65	80	1	Cha
5	6	Charizard		Blaze	...		85	100	1	Cha
6	7	Squirtle		Water	...		64	43	1	Squ
7	8	Wartortle		Water	...		80	58	1	War
8	9	Blastoise		Water	...		105	78	1	Bla
9	10	Caterpie		Bug	...		20	45	1	Cat

```
[10 rows x 14 columns]
```

```
df_pokemon['Type2'] = df_pokemon['Type2'].replace({'Poison' :
'Venom'})
df_pokemon.head()
```

	ID	Name	Form	Type1	...	Sp.	Def	Speed	Generation	Name2
0	1	Bulbasaur		Meadow	...		65	45	1	Bul
1	2	Ivysaur		Meadow	...		80	60	1	Ivy
2	3	Venusaur		Meadow	...		100	80	1	Ven
3	4	Charmander		Blaze	...		50	65	1	Cha
4	5	Charmeleon		Blaze	...		65	80	1	Cha

[5 rows x 14 columns]

```
df_pokemon['Type2'] = df_pokemon['Type2'].replace(['Venom' ,  
'Dragon'] , 'DANGER')  
df_pokemon.head(10)
```

	ID	Name	Form	Type1	...	Sp.	Def	Speed	Generation	Name2
0	1	Bulbasaur		Meadow	...		65	45	1	Bul
1	2	Ivysaur		Meadow	...		80	60	1	Ivy
2	3	Venusaur		Meadow	...		100	80	1	Ven
3	4	Charmander		Blaze	...		50	65	1	Cha
4	5	Charmeleon		Blaze	...		65	80	1	Cha
5	6	Charizard		Blaze	...		85	100	1	Cha
6	7	Squirtle		Water	...		64	43	1	Squ
7	8	Wartortle		Water	...		80	58	1	War
8	9	Blastoise		Water	...		105	78	1	Bla
9	10	Caterpie		Bug	...		20	45	1	Cat

[10 rows x 14 columns]

```
df_pokemon.loc[df_pokemon['Type2'] == 'DANGER' , 'Name2'] = np.NaN  
df_pokemon.head(10)
```

	ID	Name	Form	Type1	...	Sp.	Def	Speed	Generation	Name2
0	1	Bulbasaur		Meadow	...		65	45	1	NaN
1	2	Ivysaur		Meadow	...		80	60	1	NaN
2	3	Venusaur		Meadow	...		100	80	1	NaN
3	4	Charmander		Blaze	...		50	65	1	Cha
4	5	Charmeleon		Blaze	...		65	80	1	Cha
5	6	Charizard		Blaze	...		85	100	1	Cha
6	7	Squirtle		Water	...		64	43	1	Squ
7	8	Wartortle		Water	...		80	58	1	War
8	9	Blastoise		Water	...		105	78	1	Bla
9	10	Caterpie		Bug	...		20	45	1	Cat

[10 rows x 14 columns]

```
df_pokemon.loc[df_pokemon['Total']>400 , ['Name2' , 'Legendary']] =  
'ALERT'  
df_pokemon.head(10)
```

	ID	Name	Form	Type1	...	Speed	Generation	Name2
Legendary								
0	1	Bulbasaur		Meadow	...	45	1	NaN

```

NaN
1 2 Ivysaur Meadow ... 60 1 NaN
NaN
2 3 Venusaur Meadow ... 80 1 ALERT
ALERT
3 4 Charmander Blaze ... 65 1 Cha
NaN
4 5 Charmeleon Blaze ... 80 1 Cha
NaN
5 6 Charizard Blaze ... 100 1 ALERT
ALERT
6 7 Squirtle Water ... 43 1 Squ
NaN
7 8 Wartortle Water ... 58 1 War
NaN
8 9 Blastoise Water ... 78 1 ALERT
ALERT
9 10 Caterpie Bug ... 45 1 Cat
NaN
  
```

[10 rows x 15 columns]

```

df_pokemon.loc[df_pokemon['Total'] > 400 , ['Legendary' , 'Name2']] =
['ALERT-1' , 'ALERT-2']
df_pokemon.head(10)
  
```

```

      ID      Name Form  Type1  ... Speed  Generation      Name2
Legendary
0 1 Bulbasaur Meadow ... 45 1 NaN
NaN
1 2 Ivysaur Meadow ... 60 1 NaN
NaN
2 3 Venusaur Meadow ... 80 1 ALERT-2
ALERT-1
3 4 Charmander Blaze ... 65 1 Cha
NaN
4 5 Charmeleon Blaze ... 80 1 Cha
NaN
5 6 Charizard Blaze ... 100 1 ALERT-2
ALERT-1
6 7 Squirtle Water ... 43 1 Squ
NaN
7 8 Wartortle Water ... 58 1 War
NaN
8 9 Blastoise Water ... 78 1 ALERT-2
ALERT-1
9 10 Caterpie Bug ... 45 1 Cat
NaN
  
```

[10 rows x 15 columns]


```
df = pd.read_csv('poke_updated1.csv')  
df.head(5)
```

	ID	Name	Form	Type1	...	Sp.	Atk	Sp. Def	Speed	Generation
0	1	Bulbasaur		Grass	...		65	65	45	1
1	2	Ivysaur		Grass	...		80	80	60	1
2	3	Venusaur		Grass	...		100	100	80	1
3	4	Charmander		Fire	...		60	50	65	1
4	5	Charmeleon		Fire	...		80	65	80	1

[5 rows x 13 columns]

```
df.groupby(['Type1']).mean().head(10)
```

	ID	Total	HP	...	Sp. Def	Speed
Generation						
Type1				...		
Bug	399.691358	384.382716	57.024691	...	65.074074	63.259259
4.037037						
Dark	476.260870	441.478261	70.065217	...	68.369565	76.695652
5.434783						
Dragon	549.219512	560.195122	85.243902	...	84.097561	84.341463
5.073171						
Electric	474.967742	430.241935	62.241935	...	71.661290	86.758065
4.645161						
Fairy	541.772727	431.590909	72.954545	...	89.181818	59.545455
4.954545						
Fighting	499.809524	482.714286	72.928571	...	68.214286	71.333333
5.047619						
Fire	401.923077	464.184615	69.430769	...	71.292308	74.369231
4.230769						
Flying	752.750000	427.750000	69.625000	...	70.000000	87.000000
6.750000						
Ghost	549.976190	441.000000	64.809524	...	78.809524	63.047619
5.166667						
Grass	438.648352	429.967033	66.736264	...	70.054945	59.769231
4.395604						

[10 rows x 9 columns]

```
df.groupby(['Type1']).mean().sort_values('Attack',ascending=False).head(10)
```

	ID	Total	HP	...	Sp. Def	Speed
Generation						
Type1				...		
Dragon	549.219512	560.195122	85.243902	...	84.097561	84.341463
5.073171						
Fighting	499.809524	482.714286	72.928571	...	68.214286	71.333333

```
5.047619
Ground    408.170732  470.000000  70.853659  ...  64.317073  61.804878
4.195122
Steel     520.222222  513.638889  69.527778  ...  76.416667  53.638889
5.138889
Rock      462.700000  477.100000  67.100000  ...  72.800000  57.666667
4.616667
Fire      401.923077  464.184615  69.430769  ...  71.292308  74.369231
4.230769
Dark      476.260870  441.478261  70.065217  ...  68.369565  76.695652
5.434783
Ice       451.378378  442.756757  72.270270  ...  72.729730  66.135135
4.945946
Psychic   468.864198  470.765432  73.456790  ...  87.864198  80.432099
4.876543
Poison    341.780488  447.707317  74.975610  ...  72.731707  65.926829
4.073171
```

```
[10 rows x 9 columns]
```

```
df.groupby(['Type1']).mean().sort_values('Defense',ascending=False).head(10)
```

```
          ID      Total      HP  ...  Sp. Def      Speed
Generation
Type1      ...
Steel      520.222222  513.638889  69.527778  ...  76.416667  53.638889
5.138889
Rock       462.700000  477.100000  67.100000  ...  72.800000  57.666667
4.616667
Ground     408.170732  470.000000  70.853659  ...  64.317073  61.804878
4.195122
Dragon     549.219512  560.195122  85.243902  ...  84.097561  84.341463
5.073171
Ghost      549.976190  441.000000  64.809524  ...  78.809524  63.047619
5.166667
Poison     341.780488  447.707317  74.975610  ...  72.731707  65.926829
4.073171
Fighting   499.809524  482.714286  72.928571  ...  68.214286  71.333333
5.047619
Water      377.619403  439.888060  70.888060  ...  71.395522  66.335821
3.738806
Ice        451.378378  442.756757  72.270270  ...  72.729730  66.135135
4.945946
Psychic    468.864198  470.765432  73.456790  ...  87.864198  80.432099
4.876543
```

```
[10 rows x 9 columns]
```

```
df.groupby(['Type1']).mean().sort_values('Speed',ascending=False).head(10)
```

Generation Type1	ID	Total	HP	...	Sp. Def	Speed
Flying	752.750000	427.750000	69.625000	...	70.000000	87.000000
Electric	474.967742	430.241935	62.241935	...	71.661290	86.758065
Dragon	549.219512	560.195122	85.243902	...	84.097561	84.341463
Psychic	468.864198	470.765432	73.456790	...	87.864198	80.432099
Dark	476.260870	441.478261	70.065217	...	68.369565	76.695652
Fire	401.923077	464.184615	69.430769	...	71.292308	74.369231
Fighting	499.809524	482.714286	72.928571	...	68.214286	71.333333
Normal	380.547826	423.017391	77.052174	...	64.486957	69.678261
Water	377.619403	439.888060	70.888060	...	71.395522	66.335821
Ice	451.378378	442.756757	72.270270	...	72.729730	66.135135

[10 rows x 9 columns]

```
df.sum()
```

ID	460604
Name	BulbasaurIvysaurVenusaurCharmanderCharmeleonCh...
Form	Female Male ...
Type1	GrassGrassGrassFireFireFireWaterWaterWaterBugB...
Type2	PoisonPoisonPoison Flying FlyingPoisonPoi...
Total	468947
HP	73221
Attack	84088
Defense	78021
Sp. Atk	76308
Sp. Def	75542
Speed	71904
Generation	4655
dtype:	object

```
df.groupby(['Type2']).sum().head(5)
```

Generation	ID	Total	HP	Attack	...	Sp. Atk	Sp. Def	Speed
------------	----	-------	----	--------	-----	---------	---------	-------

```
Type2          ...
211000  207355  33198  37217  ...  33130  33245  32470
2073
Bug      6095   3461   516   650  ...   540   649   449
56
Dark    12485  14196  2079  2961  ...  2177  1884  2065
139
Dragon  19697  18223  2970  3004  ...  3290  2701  2475
193
Electric 4494   5199   838   883  ...   817   731   608
59
```

[5 rows x 9 columns]

```
df.count()
```

```
ID          1045
Name         1045
Form         1045
Type1        1045
Type2        1045
Total        1045
HP           1045
Attack       1045
Defense      1045
Sp. Atk      1045
Sp. Def      1045
Speed        1045
Generation   1045
dtype: int64
```

```
df['count1'] = 0
df.groupby(['Type2']).count()['count1']
```

```
Type2
492
Bug      9
Dark     27
Dragon   32
Electric 11
Fairy    41
Fighting 32
Fire     17
Flying   112
Ghost    26
Grass    28
Ground   39
Ice      20
Normal   11
Poison   38
```

```
Psychic      40
Rock         15
Steel        35
Water        20
Name: count1, dtype: int64
```

```
df['count1'] = 0
df.groupby(['Type1']).count()['count1']
```

```
Type1
Bug      81
Dark     46
Dragon   41
Electric 62
Fairy    22
Fighting 42
Fire     65
Flying    8
Ghost     42
Grass     91
Ground    41
Ice       37
Normal   115
Poison    41
Psychic   81
Rock      60
Steel     36
Water    134
Name: count1, dtype: int64
```

```
df['count1'] = 0
df.groupby(['Type1', 'Type2']).count()['count1']
df.columns
```

```
Index(['ID', 'Name', 'Form', 'Type1', 'Type2', 'Total', 'HP',
      'Attack',
      'Defense', 'Sp. Atk', 'Sp. Def', 'Speed', 'Generation',
      'count1'],
      dtype='object')
```

#Loading Data in Chunks

```
for df in pd.read_csv('poke_updated1.csv', chunksize=10):
    print(df)
```

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed	Generation
0	1	Bulbasaur		Grass	...	65	65	45	1
1	2	Ivysaur		Grass	...	80	80	60	1
2	3	Venusaur		Grass	...	100	100	80	1
3	4	Charmander		Fire	...	60	50	65	1
4	5	Charmeleon		Fire	...	80	65	80	1
5	6	Charizard		Fire	...	109	85	100	1

6	7	Squirtle	Water	...	50	64	43	1
7	8	Wartortle	Water	...	65	80	58	1
8	9	Blastoise	Water	...	85	105	78	1
9	10	Caterpie	Bug	...	20	20	45	1

```
[10 rows x 13 columns]
```

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation 1	10	11	Metapod	Bug	...	25	25	30
1	11	12	Butterfree	Bug	...	90	80	70
1	12	13	Weedle	Bug	...	20	20	50
1	13	14	Kakuna	Bug	...	25	25	35
1	14	15	Beedrill	Bug	...	45	80	75
1	15	16	Pidgey	Normal	...	35	35	56
1	16	17	Pidgeotto	Normal	...	50	50	71
1	17	18	Pidgeot	Normal	...	70	70	101
1	18	19	Rattata	Normal	...	25	35	72
1	19	20	Raticate	Normal	...	50	70	97
1								

```
[10 rows x 13 columns]
```

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
201	Spearow		Normal	...	31	31	70
211	Fearow		Normal	...	61	61	100
221	Ekans		Poison	...	40	54	55
231	Arbok		Poison	...	65	79	80
241	Pikachu		Electric	...	50	50	90
251	Raichu		Electric	...	90	80	110
261	Sandshrew		Ground	...	20	30	40
271	Sandslash		Ground	...	45	55	65
281	Nidoran	Female	Poison	...	40	40	41

29	30	Nidorina	Poison	...	55	55	56
1							

```
[10 rows x 13 columns]
```

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
----	------	------	-------	-----	---------	---------	-------

Generation

30	31	Nidoqueen	Poison ...	75	85	76
----	----	-----------	------------	----	----	----

1

31	32	Nidoran	Male	Poison	...	40	40	50
----	----	---------	------	--------	-----	----	----	----

1

32	33	Nidorino	Poison ...	55	55	65
----	----	----------	------------	----	----	----

1

33	34	Nidoking	Poison ...	85	75	85
----	----	----------	------------	----	----	----

1

34	35	Clefairry	Fairy ...	60	65	35
----	----	-----------	-----------	----	----	----

1

35	36	Clefable	Fairy ...	95	90	60
----	----	----------	-----------	----	----	----

1

36	37	Vulpix	Fire ...	50	65	65
----	----	--------	----------	----	----	----

1

37	38	Ninetales	Fire ...	81	100	100
----	----	-----------	----------	----	-----	-----

1

38	39	Jigglypuff	Normal	...	45	25	20
----	----	------------	--------	-----	----	----	----

1

39	40	Wigglytuff	Normal	...	85	50	45
----	----	------------	--------	-----	----	----	----

1

```
[10 rows x 13 columns]
```

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
----	------	------	-------	-----	---------	---------	-------

Generation

40	41	Zubat	Poison ...	30	40	55
----	----	-------	------------	----	----	----

1

41	42	Golbat	Poison ...	65	75	90
----	----	--------	------------	----	----	----

1

42	43	Oddish	Grass	...	75	65	30
----	----	--------	-------	-----	----	----	----

1

43	44	Gloom	Grass	...	85	75	40
----	----	-------	-------	-----	----	----	----

1

44	45	Vileplume	Grass ...	110	90	50
----	----	-----------	-----------	-----	----	----

1

45	46	Paras	Bug	...	45	55	25
----	----	-------	-----	-----	----	----	----

1

46	47	Parasect	Bug	...	60	80	30
----	----	----------	-----	-----	----	----	----

1

47	48	Venonat	Bug	40	55	45
----	----	---------	-----	----	----	----

4.
1.

48	49	Venomoth	Bug	90	75	90
----	----	----------	-----	----	----	----

1

49	50	Dialett	Ground	...	35	45	95
----	----	---------	--------	-----	----	----	----

43
1

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
50	51	Dugtrio		Ground	...		50		70	120
1										
51	52	Meowth		Normal	...		40		40	90
1										
52	53	Persian		Normal	...		65		65	115
1										
53	54	Psyduck		Water	...		65		50	55
1										
54	55	Golduck		Water	...		95		80	85
1										
55	56	Mankey		Fighting	...		35		45	70
1										
56	57	Primeape		Fighting	...		60		70	95
1										
57	58	Growlithe		Fire	...		70		50	60
1										
58	59	Arcanine		Fire	...		100		80	95
1										
59	60	Poliwag		Water	...		40		40	90
1										

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
60	61	Poliwhirl		Water	...		50		50	90
1										
61	62	Poliwrath		Water	...		70		90	70
1										
62	63	Abra		Psychic	...		105		55	90
1										
63	64	Kadabra		Psychic	...		120		70	105
1										
64	65	Alakazam		Psychic	...		135		95	120
1										
65	66	Machop		Fighting	...		35		35	35
1										
66	67	Machoke		Fighting	...		50		60	45
1										
67	68	Machamp		Fighting	...		65		85	55
1										
68	69	Bellsprout		Grass	...		70		30	40
1										
69	70	Weepinbell		Grass	...		85		45	55
1										

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation 1	70	71	Victreebel	Grass	...	100	70	70
1	71	72	Tentacool	Water	...	50	100	70
1	72	73	Tentacruel	Water	...	80	120	100
1	73	74	Geodude	Rock	...	30	30	20
1	74	75	Graveler	Rock	...	45	45	35
1	75	76	Golem	Rock	...	55	65	45
1	76	77	Ponyta	Fire	...	65	65	90
1	77	78	Rapidash	Fire	...	80	80	105
1	78	79	Slowpoke	Water	...	40	40	15
1	79	80	Slowbro	Water	...	100	80	30

```
[10 rows x 13 columns]
```

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation 1	80	81	Magnemite	Electric	...	95	55	45
1	81	82	Magneton	Electric	...	120	70	70
1	82	83	Farfetch'd	Normal	...	58	62	60
1	83	84	Doduo	Normal	...	35	35	75
1	84	85	Dodrio	Normal	...	60	60	110
1	85	86	Seel	Water	...	45	70	45
1	86	87	Dewgong	Water	...	70	95	70
1	87	88	Grimer	Poison	...	40	50	25
1	88	89	Muk	Poison	...	65	100	50
1	89	90	Shellder	Water	...	45	25	40

```
[10 rows x 13 columns]
```

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation							

132	133	Eevee	Normal	...	45	65	55
1							
133	134	Vaporeon	Water	...	110	95	65
1							
134	135	Jolteon	Electric	...	110	95	130
1							
135	136	Flareon	Fire	...	95	110	65
1							
136	137	Porygon	Normal	...	85	75	40
1							
137	138	Omanyte	Rock	...	90	55	35
1							
138	139	Omastar	Rock	...	115	70	55
1							
139	140	Kabuto	Rock	...	55	45	55
1							

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation							
140	141	Kabutops	Rock	...	65	70	80
1							
141	142	Aerodactyl	Rock	...	60	75	130
1							
142	143	Snorlax	Normal	...	65	110	30
1							
143	144	Articuno	Ice	...	95	125	85
1							
144	145	Zapdos	Electric	...	125	90	100
1							
145	146	Moltres	Fire	...	125	85	90
1							
146	147	Dratini	Dragon	...	50	50	50
1							
147	148	Dragonair	Dragon	...	70	70	70
1							
148	149	Dragonite	Dragon	...	100	100	80
1							
149	150	Mewtwo	Psychic	...	154	90	130
1							

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation							
150	151	Mew	Psychic	...	100	100	100
1							
151	152	Chikorita	Grass	...	49	65	45
2							
152	153	Bayleef	Grass	...	63	80	60
2							

153 2	154	Meganium	Grass	...	83	100	80
154 2	155	Cyndaquil	Fire	...	60	50	65
155 2	156	Quilava	Fire	...	80	65	80
156 2	157	Typhlosion	Fire	...	109	85	100
157 2	158	Totodile	Water	...	44	48	43
158 2	159	Croconaw	Water	...	59	63	58
159 2	160	Feraligatr	Water	...	79	83	78

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation									
160 2	161	Sentret	Normal	...		35		45	20
161 2	162	Furret	Normal	...		45		55	90
162 2	163	Hoothoot	Normal	...		36		56	50
163 2	164	Noctowl	Normal	...		86		96	70
164 2	165	Ledyba	Bug	...		40		80	55
165 2	166	Ledian	Bug	...		55		110	85
166 2	167	Spinarak	Bug	...		40		40	30
167 2	168	Ariados	Bug	...		60		70	40
168 2	169	Crobat	Poison	...		70		80	130
169 2	170	Chinchou	Water	...		56		56	67

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation									
170 2	171	Lanturn	Water	...		76		76	67
171 2	172	Pichu	Electric	...		35		35	60
172 2	173	Cleffa	Fairy	...		45		55	15
173 2	174	Igglybuff	Normal	...		40		20	15

174 2	175	Togepi	Fairy	...	40	65	20
175 2	176	Togetic	Fairy	...	80	105	40
176 2	177	Natu	Psychic	...	70	45	70
177 2	178	Xatu	Psychic	...	95	70	95
178 2	179	Mareep	Electric	...	65	45	35
179 2	180	Flaaffy	Electric	...	80	60	45

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation									
180 2	181	Ampharos	Electric	...		115		90	55
181 2	182	Bellossom	Grass	...		90		100	50
182 2	183	Marill	Water	...		20		50	40
183 2	184	Azumarill	Water	...		60		80	50
184 2	185	Sudowoodo	Rock	...		30		65	30
185 2	186	Politoed	Water	...		90		100	70
186 2	187	Hoppip	Grass	...		35		55	50
187 2	188	Skiploom	Grass	...		45		65	80
188 2	189	Jumpluff	Grass	...		55		95	110
189 2	190	Aipom	Normal	...		40		55	85

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation									
190 2	191	Sunkern	Grass	...		30		30	30
191 2	192	Sunflora	Grass	...		105		85	30
192 2	193	Yanma	Bug	...		75		45	95
193 2	194	Wooper	Water	...		25		25	15
194 2	195	Quagsire	Water	...		65		65	35

195	196	Espeon	Psychic	...	130	95	110
2							
196	197	Umbreon	Dark	...	60	130	65
2							
197	198	Murkrow	Dark	...	85	42	91
2							
198	199	Slowking	Water	...	100	110	30
2							
199	200	Misdreavus	Ghost	...	85	85	85
2							

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation							
200	201	Unown	Psychic	...	72	48	48
2							
201	202	Wobbuffet	Psychic	...	33	58	33
2							
202	203	Girafarig	Normal	...	90	65	85
2							
203	204	Pineco	Bug	...	35	35	15
2							
204	205	Forretress	Bug	...	60	60	40
2							
205	206	Dunsparce	Normal	...	65	65	45
2							
206	207	Gligar	Ground	...	35	65	85
2							
207	208	Steelix	Steel	...	55	65	30
2							
208	209	Snubbull	Fairy	...	40	40	30
2							
209	210	Granbull	Fairy	...	60	60	45
2							

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation							
210	211	Qwilfish	Water	...	55	55	85
2							
211	212	Scizor	Bug	...	55	80	65
2							
212	213	Shuckle	Bug	...	10	230	5
2							
213	214	Heracross	Bug	...	40	95	85
2							
214	215	Sneasel	Dark	...	35	75	115
2							
215	216	Teddiursa	Normal	...	50	50	40
2							

237 2	238	Smoochum	Ice	...	85	65	65
238 2	239	Elekid	Electric	...	65	55	95
239 2	240	Magby	Fire	...	70	55	83

[10 rows x 13 columns]

Generation	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
240 2	241	Miltank		Normal	...		40		70	100
241 2	242	Blissey		Normal	...		75		135	55
242 2	243	Raikou		Electric	...		115		100	115
243 2	244	Entei		Fire	...		90		75	100
244 2	245	Suicune		Water	...		90		115	85
245 2	246	Larvitar		Rock	...		45		50	41
246 2	247	Pupitar		Rock	...		65		70	51
247 2	248	Tyranitar		Rock	...		95		100	61
248 2	249	Lugia		Psychic	...		90		154	110
249 2	250	Ho-oh		Fire	...		110		154	90

[10 rows x 13 columns]

Generation	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
250 2	251	Celebi		Psychic	...		100		100	100
251 3	252	Treecko		Grass	...		65		55	70
252 3	253	Grovyle		Grass	...		85		65	95
253 3	254	Sceptile		Grass	...		105		85	120
254 3	255	Torchic		Fire	...		70		50	45
255 3	256	Combusken		Fire	...		85		60	55
256 3	257	Blaziken		Fire	...		110		70	80
257 3	258	Mudkip		Water	...		50		50	40

258 3	259	Marshtomp	Water	...	60	70	50
259 3	260	Swampert	Water	...	85	90	60

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation									
260 3	261	Poochyena	Dark	...		30		30	35
261 3	262	Mightyena	Dark	...		60		60	70
262 3	263	Zigzagoon	Normal	...		30		41	60
263 3	264	Linoone	Normal	...		50		61	100
264 3	265	Wurmple	Bug	...		20		30	20
265 3	266	Silcoon	Bug	...		25		25	15
266 3	267	Beautifly	Bug	...		100		50	65
267 3	268	Cascoon	Bug	...		25		25	15
268 3	269	Dustox	Bug	...		50		90	65
269 3	270	Lotad	Water	...		40		50	30

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation									
270 3	271	Lombre	Water	...		60		70	50
271 3	272	Ludicolo	Water	...		90		100	70
272 3	273	Seedot	Grass	...		30		30	30
273 3	274	Nuzleaf	Grass	...		60		40	60
274 3	275	Shiftry	Grass	...		90		60	80
275 3	276	Tailow	Normal	...		30		30	85
276 3	277	Swellow	Normal	...		75		50	125
277 3	278	Wingull	Water	...		55		30	85
278 3	279	Pelipper	Water	...		95		70	65

279	280	Ralts	Psychic	...	45	35	40
3							

```
[10 rows x 13 columns]
```

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
----	------	------	-------	-----	---------	---------	-------

Generation

280	281	Kirlia	Psychic ...	65	55	50
-----	-----	--------	-------------	----	----	----

3

281	282	Gardevoir	Psychic	...	125	115	80
-----	-----	-----------	---------	-----	-----	-----	----

3

282	283	Surskit	Bug ...	50	52	65
-----	-----	---------	---------	----	----	----

3

283	284	Masquerain	Bug	...	100	82	80
-----	-----	------------	-----	-----	-----	----	----

3

284	285	Shroomish	Grass ...	40	60	35
-----	-----	-----------	-----------	----	----	----

3

285	286	Breloom	Grass ...	60	60	70
-----	-----	---------	-----------	----	----	----

3

286	287	Slakoth	Normal	...	35	35	30
-----	-----	---------	--------	-----	----	----	----

3

287	288	Vigoro	Normal	...	55	55	90
-----	-----	--------	--------	-----	----	----	----

3

288	289	Slaking	Normal	...	95	65	100
-----	-----	---------	--------	-----	----	----	-----

3

289	290	Nincada	Bug	...	30	30	40
-----	-----	---------	-----	-----	----	----	----

3

```
[10 rows x 13 columns]
```

ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
----	------	------	-------	-----	---------	---------	-------

Generation

290	291	Ninjask	Bug	...	50	50	160
-----	-----	---------	-----	-----	----	----	-----

3

291	292	Shedinja	Bug	...	30	30	40
-----	-----	----------	-----	-----	----	----	----

3

292	293	Whismur	Normal	...	51	23	28
-----	-----	---------	--------	-----	----	----	----

3

293	294	Loudred	Normal	...	71	43	48
-----	-----	---------	--------	-----	----	----	----

3

294	295	Exploud	Normal ...	91	73	68
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3

295	296	Makuhita	Fighting ...	20	30	25
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3

296	297	Harivama	Fighting ...	40	60	50
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3

297	298	Azurill	Normal	...	20	40	20
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3

298	299	Nosepass	Bock	45	90	30
-----	-----	----------	------	----	----	----

3

299	300	Skitty	Normal	...	35	35	50
-----	-----	--------	--------	-----	----	----	----

3

[10 rows x 13 columns]

Generation	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
300	301	Delcatty		Normal	...		55		55	90
3										
301	302	Sableye		Dark	...		65		65	50
3										
302	303	Mawile		Steel	...		55		55	50
3										
303	304	Aron		Steel	...		40		40	30
3										
304	305	Lairon		Steel	...		50		50	40
3										
305	306	Aggron		Steel	...		60		60	50
3										
306	307	Meditite		Fighting	...		40		55	60
3										
307	308	Medicham		Fighting	...		60		75	80
3										
308	309	Electrike		Electric	...		65		40	65
3										
309	310	Manectric		Electric	...		105		60	105
3										

[10 rows x 13 columns]

Generation	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
310	311	Plusle		Electric	...		85		75	95
3										
311	312	Minun		Electric	...		75		85	95
3										
312	313	Volbeat		Bug	...		47		85	85
3										
313	314	Illumise		Bug	...		73		85	85
3										
314	315	Roselia		Grass	...		100		80	65
3										
315	316	Gulpin		Poison	...		43		53	40
3										
316	317	Swalot		Poison	...		73		83	55
3										
317	318	Carvanha		Water	...		65		20	65
3										
318	319	Sharpedo		Water	...		95		40	95
3										
319	320	Wailmer		Water	...		70		35	60
3										

[10 rows x 13 columns]

Generation	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
320	321	Wailord		Water	...	90	45	60
321	322	Numel		Fire	...	65	45	35
322	323	Camerupt		Fire	...	105	75	40
323	324	Torkoal		Fire	...	85	70	20
324	325	Spoink		Psychic	...	70	80	60
325	326	Grumpig		Psychic	...	90	110	80
326	327	Spinda		Normal	...	60	60	60
327	328	Trapinch		Ground	...	45	45	10
328	329	Vibrava		Ground	...	50	50	70
329	330	Flygon		Ground	...	80	80	100

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[10 rows x 13 columns]
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	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation 3	330	331	Cacnea	Grass	...	85	40	35
3	331	332	Cacturne	Grass	...	115	60	55
3	332	333	Swablu	Normal	...	40	75	50
3	333	334	Altaria	Dragon	...	70	105	80
3	334	335	Zangoose	Normal	...	60	60	90
3	335	336	Seviper	Poison	...	100	60	65
3	336	337	Lunatone	Rock	...	95	85	70
3	337	338	Solrock	Rock	...	55	65	70
3	338	339	Barboach	Water	...	46	41	60
3	339	340	Whiscash	Water	...	76	71	60

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[10 rows x 13 columns]
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ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation							

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[10 rows x 13 columns]
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[10 rows x 13 columns]
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361 3	359	Absol	Dark	...	75	60	75
362 3	360	Wynaut	Psychic	...	23	48	23
363 3	361	Snorunt	Ice	...	50	50	50
364 3	362	Glalie	Ice	...	80	80	80
365 3	363	Spheal	Ice	...	55	50	25
366 3	364	Sealeo	Ice	...	75	70	45
367 3	365	Walrein	Ice	...	95	90	65
368 3	366	Clamperl	Water	...	74	55	32
369 3	367	Huntail	Water	...	94	75	52

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation									
370 3	368	Gorebyss	Water	...		114		75	52
371 3	369	Relicanth	Water	...		45		65	55
372 3	370	Luvdisc	Water	...		40		65	97
373 3	371	Bagon	Dragon	...		40		30	50
374 3	372	Shelgon	Dragon	...		60		50	50
375 3	373	Salamence	Dragon	...		110		80	100
376 3	374	Beldum	Steel	...		35		60	30
377 3	375	Metang	Steel	...		55		80	50
378 3	376	Metagross	Steel	...		95		90	70
379 3	377	Regirock	Rock	...		50		100	50

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def
Speed	Generation							
380 50	378	Regice	Ice	...		100		200
381 50	379	Registeel	Steel	...		75		150

382	380	Latias		Dragon	...	110	130
110		3					
383	381	Latios		Dragon	...	130	110
110		3					
384	382	Kyogre		Water	...	150	140
90		3					
385	383	Groudon		Ground	...	100	90
90		3					
386	384	Rayquaza		Dragon	...	150	90
95		3					
387	385	Jirachi		Steel	...	100	100
100		3					
388	386	Deoxys	Normal Forme	Psychic	...	150	50
150		3					
389	386	Deoxys	Attack Forme	Psychic	...	180	20
150		3					

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
390	386	Deoxys	Defense Forme	...		160	90	3
391	386	Deoxys	Speed Forme	...		90	180	3
392	387	Turtwig		...		55	31	4
393	388	Grotle		...		65	36	4
394	389	Torterra		...		85	56	4
395	390	Chimchar		...		44	61	4
396	391	Monferno		...		52	81	4
397	392	Infernape		...		71	108	4
398	393	Piplup		...		56	40	4
399	394	Prinplup		...		76	50	4

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp. Def	Speed
Generation									
400	395	Empoleon		Water	...		111	101	60
4									
401	396	Starly		Normal	...		30	30	60
4									
402	397	Staravia		Normal	...		40	40	80
4									
403	398	Staraptor		Normal	...		50	60	100
4									
404	399	Bidoof		Normal	...		35	40	31
4									
405	400	Bibarel		Normal	...		55	60	71
4									
406	401	Kricketot		Bug	...		25	41	25
4									
407	402	Kricketune		Bug	...		55	51	65
4									
408	403	Shinx		Electric	...		40	34	45

4
 409 404 Luxio Electric ... 60 49 60
 4

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def
Speed	Generation								
410	405	Luxray		Electric	...		95		79
70		4							
411	406	Budew		Grass	...		50		70
55		4							
412	407	Roserade		Grass	...		125		105
90		4							
413	408	Cranidos		Rock	...		30		30
58		4							
414	409	Rampardos		Rock	...		65		50
58		4							
415	410	Shieldon		Rock	...		42		88
30		4							
416	411	Bastiodon		Rock	...		47		138
30		4							
417	412	Burmy		Bug	...		29		45
36		4							
418	413	Wormadam	Plant Cloak	Bug	...		79		105
36		4							
419	413	Wormadam	Sandy Cloak	Bug	...		59		85
36		4							

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def
Speed	Generation								
420	413	Wormadam	Trash Cloak	Bug	...		69		95
36		4							
421	414	Mothim		Bug	...		94		50
66		4							
422	415	Combee		Bug	...		30		42
70		4							
423	416	Vespiqueen		Bug	...		80		102
40		4							
424	417	Pachirisu		Electric	...		45		90
95		4							
425	418	Buizel		Water	...		60		30
85		4							
426	419	Floatzel		Water	...		85		50
115		4							
427	420	Cherubi		Grass	...		62		53
35		4							
428	421	Cherrim		Grass	...		87		78
85		4							
429	422	Shellos		Water	...		57		62

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
450	443	Gible		Dragon	...		40		45	42
4										
451	444	Gabite		Dragon	...		50		55	82
4										
452	445	Garchomp		Dragon	...		80		85	102
4										
453	446	Munchlax		Normal	...		40		85	5
4										
454	447	Riolu		Fighting	...		35		40	60
4										
455	448	Lucario		Fighting	...		115		70	90
4										
456	449	Hippopotas		Ground	...		38		42	32
4										
457	450	Hippowdon		Ground	...		68		72	47
4										
458	451	Skorupi		Poison	...		30		55	65
4										
459	452	Drapion		Poison	...		60		75	95
4										

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
460	453	Croagunk		Poison	...		61		40	50
4										
461	454	Toxicroak		Poison	...		86		65	85
4										
462	455	Carnivine		Grass	...		90		72	46
4										
463	456	Finneon		Water	...		49		61	66
4										
464	457	Lumineon		Water	...		69		86	91
4										
465	458	Mantyke		Water	...		60		120	50
4										
466	459	Snover		Grass	...		62		60	40
4										
467	460	Abomasnow		Grass	...		92		85	60
4										
468	461	Weavile		Dark	...		45		85	125
4										
469	462	Magnezone		Electric	...		130		90	60
4										

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
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Generation							
470	463	Lickilicky	Normal	...	80	95	50
4							
471	464	Rhyperior	Ground	...	55	55	40
4							
472	465	Tangrowth	Grass	...	110	50	50
4							
473	466	Electivire	Electric	...	95	85	95
4							
474	467	Magmortar	Fire	...	125	95	83
4							
475	468	Togekiss	Fairy	...	120	115	80
4							
476	469	Yanmega	Bug	...	116	56	95
4							
477	470	Leafeon	Grass	...	60	65	95
4							
478	471	Glaceon	Ice	...	130	95	65
4							
479	472	Gliscor	Ground	...	45	75	95
4							

[10 rows x 13 columns]

ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def
Speed	Generation							
480	473	Mamoswine		Ice	...	70		60
80	4							
481	474	Porygon-Z		Normal	...	135		75
90	4							
482	475	Gallade		Psychic	...	65		115
80	4							
483	476	Probopass		Rock	...	75		150
40	4							
484	477	Dusknoir		Ghost	...	65		135
45	4							
485	478	Froslax		Ice	...	80		70
110	4							
486	479	Rotom		Electric	...	95		77
91	4							
487	479	Rotom	Heat Rotom	Electric	...	105		107
86	4							
488	479	Rotom	Wash Rotom	Electric	...	105		107
86	4							
489	479	Rotom	Frost Rotom	Electric	...	105		107
86	4							

[10 rows x 13 columns]

ID	Name	Form	...	Sp.	Def	Speed	Generation
490	479	Rotom	Fan Rotom	...	107	86	4
491	479	Rotom	Mow Rotom	...	107	86	4

492	480	Uxie	...	130	95	4	
493	481	Mesprit	...	105	80	4	
494	482	Azelf	...	70	115	4	
495	483	Dialga	...	100	90	4	
496	484	Palkia	...	120	100	4	
497	485	Heatran	...	106	77	4	
498	486	Regigigas	...	110	100	4	
499	487	Giratina	Altered Forme	...	120	90	4

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def
Speed	Generation						
500 90	487	Giratina	Origin	Forme	Ghost	...	120 100
		4					
501 85	488	Cresselia			Psychic	...	75 130
		4					
502 80	489	Phione			Water	...	80 80
		4					
503 100	490	Manaphy			Water	...	100 100
		4					
504 125	491	Darkrai			Dark	...	135 90
		4					
505 100	492	Shaymin	Land	Forme	Grass	...	100 100
		4					
506 127	492	Shaymin	Sky	Forme	Grass	...	120 75
		4					
507 120	493	Arceus			Normal	...	120 120
		4					
508 100	494	Victini			Psychic	...	100 100
		5					
509 63	495	Snivy			Grass	...	45 55
		5					

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
Generation								
510	496	Servine		Grass	...	60	75	83
5								
511	497	Serperior		Grass	...	75	95	113
5								
512	498	Tepig		Fire	...	45	45	45
5								
513	499	Pignite		Fire	...	70	55	55
5								
514	500	Emboar		Fire	...	100	65	65
5								
515	501	Oshawott		Water	...	63	45	45
5								
516	502	Dewott		Water	...	83	60	60
5								

517 5	503	Samurott	Water	...	108	70	70
518 5	504	Patrat	Normal	...	35	39	42
519 5	505	Watchog	Normal	...	60	69	77

[10 rows x 13 columns]

Generation	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
520 5	506	Lillipup		Normal	...	25	45	55
521 5	507	Herdier		Normal	...	35	65	60
522 5	508	Stoutland		Normal	...	45	90	80
523 5	509	Purrloin		Dark	...	50	37	66
524 5	510	Liepard		Dark	...	88	50	106
525 5	511	Pansage		Grass	...	53	48	64
526 5	512	Simisage		Grass	...	98	63	101
527 5	513	Pansear		Fire	...	53	48	64
528 5	514	Simisear		Fire	...	98	63	101
529 5	515	Panpour		Water	...	53	48	64

[10 rows x 13 columns]

Generation	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
530 5	516	Simipour		Water	...	98	63	101
531 5	517	Munna		Psychic	...	67	55	24
532 5	518	Musharna		Psychic	...	107	95	29
533 5	519	Pidove		Normal	...	36	30	43
534 5	520	Tranquill		Normal	...	50	42	65
535 5	521	Unfezant		Normal	...	65	55	93
536 5	522	Blitzle		Electric	...	50	32	76
537 5	523	Zebstrika		Electric	...	80	63	116

538 5	524	Roggenrola	Rock	...	25	25	15
539 5	525	Boldore	Rock	...	50	40	20

[10 rows x 13 columns]									
	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed	
Generation									
5405	526	Gigalith		Rock	...	60	80	25	
5415	527	Woobat		Psychic	...	55	43	72	
5425	528	Swoobat		Psychic	...	77	55	114	
5435	529	Drilbur		Ground	...	30	45	68	
5445	530	Excadrill		Ground	...	50	65	88	
5455	531	Audino		Normal	...	60	86	50	
5465	532	Timburr		Fighting	...	25	35	35	
5475	533	Gurdurr		Fighting	...	40	50	40	
5485	534	Conkeldurr		Fighting	...	55	65	45	
5495	535	Tympole		Water	...	50	40	64	

[10 rows x 13 columns]									
	ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed	
Generation									
550	536	Palpitoad		Water	...	65	55	69	
5									
551	537	Seismitoad		Water	...	85	75	74	
5									
552	538	Throh		Fighting	...	30	85	45	
5									
553	539	Sawk		Fighting	...	30	75	85	
5									
554	540	Sewaddle		Bug	...	40	60	42	
5									
555	541	Swadloon		Bug	...	50	80	42	
5									
556	542	Leavanny		Bug	...	70	80	92	
5									
557	543	Venipede		Bug	...	30	39	57	
5									
558	544	Whirlipede		Bug	...	40	79	47	
5									

559	545	Scolipede	Bug	...	55	69	112
5							

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[10 rows x 13 columns]
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	ID	Name	Form	...	Sp.	Def	Speed	Generation
560	546	Cottonee		...		50	66	5
561	547	Whimsicott		...		75	116	5
562	548	Petilil		...		50	30	5
563	549	Lilligant		...		75	90	5
564	550	Basculin	Red-Striped	Form	...	55	98	5
565	550	Basculin	Blue-Striped	Form	...	55	98	5
566	551	Sandile		...		35	65	5
567	552	Krokorok		...		45	74	5
568	553	Krookodile		...		70	92	5
569	554	Darumaka		...		45	50	5

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[10 rows x 13 columns]
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	ID	Name	Form	...	Sp.	Def	Speed	Generation
570	555	Darmanitan	Standard Mode	...		55	95	5
571	555	Darmanitan	Zen Mode	...		105	55	5
572	556	Maractus		...		67	60	5
573	557	Dwebble		...		35	55	5
574	558	Crustle		...		75	45	5
575	559	Scraggy		...		70	48	5
576	560	Scrafty		...		115	58	5
577	561	Sigilyph		...		80	97	5
578	562	Yamask		...		65	30	5
579	563	Cofagrigus		...		105	30	5

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[10 rows x 13 columns]
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ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
580	564	Tirtouga	Water	...	53	45	22
581	565	Carracosta	Water	...	83	65	32
582	566	Archen	Rock	...	74	45	70
583	567	Archeops	Rock	...	112	65	110
584	568	Trubbish	Poison	...	40	62	65
585	569	Garbodor	Poison	...	60	82	75
586	570	Zorua	Dark	...	80	40	65
587	571	Zoroark	Dark	...	120	60	105
588	572	Minccino	Normal	...	40	40	75

589	573	Cinccino	Normal	...	65	60	115
5							

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[10 rows x 13 columns]
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ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
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Generation

590	574	Gothita	Psychic	...	55	65	45
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591	575	Gothorita	Psychic	...	75	85	55
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592	576	Gothitelle	Psychic ...	95	110	65
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593	577	Solosis	Psychic	...	105	50	20
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594	578	Duosion	Psychic ...	125	60	30
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5
505 570 D i 1 D i 135 25 20

595	579	Reuniclus	Psychic	...	125	85	30
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506	580	Ducklett	Water	44	50	55
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596	580	Ducklett	Water ...	44	50	55
-----	-----	----------	-----------	----	----	----

507	581	Swanna	Water	87	63	08
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597	581	Swallow	Water	...	87	65	98
5							

598	582	Vanillite	Ice	65	60	44
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598	582	vanillicite	ice	...	05	00	44
5							

599	583	Vanillish	Ice	...	80	75	59
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5

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[10 rows x 13 columns]
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ID	Name	Form	Type1	...	Sp. Atk	Sp. Def	Speed
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Generation

600	584	Vanilluxe	Ice ...	110	95	79
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601	585	Deerling	Normal	...	40	50	75
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602	586	Sawsbuck	Normal	...	60	70	95
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603	587	Emolga	Electric ...	75	60	103
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604	588	Karrablast	Bug	...	40	45	60
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5
605 500 5 10 60 105 20

605	589	Escavallier	Bug	...	60	105	20
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5	606	500	Esperugo	Grass	55	55	15
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606	590	Foongus	Grass	...	55	55	15
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5	607	501	Amoenuss	Grass	95	90	30
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607	591	Amboonguss	Grass	...	85	80	30
5							

608	502	Erillish	Water	65	85	10
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008	392	1116161511	Water	...	05	85	40
5							

609	593	Jellicent	Water	85	105	60
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5

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
610	594	Alomomola		Water	...		40		45	65
5										
611	595	Joltik		Bug	...		57		50	65
5										
612	596	Galvantula		Bug	...		97		60	108
5										
613	597	Ferroseed		Grass	...		24		86	10
5										
614	598	Ferrothorn		Grass	...		54		116	20
5										
615	599	Klink		Steel	...		45		60	30
5										
616	600	Klang		Steel	...		70		85	50
5										
617	601	Klinklang		Steel	...		70		85	90
5										
618	602	Tynamo		Electric	...		45		40	60
5										
619	603	Eelektrik		Electric	...		75		70	40
5										

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
620	604	Eelektross		Electric	...		105		80	50
5										
621	605	Elgyem		Psychic	...		85		55	30
5										
622	606	Beheeyem		Psychic	...		125		95	40
5										
623	607	Litwick		Ghost	...		65		55	20
5										
624	608	Lampent		Ghost	...		95		60	55
5										
625	609	Chandelure		Ghost	...		145		90	80
5										
626	610	Axew		Dragon	...		30		40	57
5										
627	611	Fraxure		Dragon	...		40		50	67
5										
628	612	Haxorus		Dragon	...		60		70	97
5										
629	613	Cubchoo		Ice	...		60		40	40
5										

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
630	614	Beartic		Ice	...		70		80	50
5										
631	615	Cryogonal		Ice	...		95		135	105
5										
632	616	Shelmet		Bug	...		40		65	25
5										
633	617	Accelgor		Bug	...		100		60	145
5										
634	618	Stunfisk		Ground	...		81		99	32
5										
635	619	Mienfoo		Fighting	...		55		50	65
5										
636	620	Mienshao		Fighting	...		95		60	105
5										
637	621	Druidigon		Dragon	...		60		90	48
5										
638	622	Golett		Ground	...		35		50	35
5										
639	623	Golurk		Ground	...		55		80	55
5										

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
640	624	Pawniard		Dark	...		40		40	60
5										
641	625	Bisharp		Dark	...		60		70	70
5										
642	626	Bouffalant		Normal	...		40		95	55
5										
643	627	Rufflet		Normal	...		37		50	60
5										
644	628	Braviary		Normal	...		57		75	80
5										
645	629	Vullaby		Dark	...		45		65	60
5										
646	630	Mandibuzz		Dark	...		55		95	80
5										
647	631	Heatmor		Fire	...		105		66	65
5										
648	632	Durant		Bug	...		48		48	109
5										
649	633	Deino		Dark	...		45		50	38
5										

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
650	634	Zweilous		...		70	58	5

651	635	Hydreigon		...	90	98	5
652	636	Larvesta		...	55	60	5
653	637	Volcarona		...	105	100	5
654	638	Cobalion		...	72	108	5
655	639	Terrakion		...	90	108	5
656	640	Virizion		...	129	108	5
657	641	Tornadus	Incarnate Forme	...	80	111	5
658	641	Tornadus	Therian Forme	...	90	121	5
659	642	Thundurus	Incarnate Forme	...	80	111	5

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
660	642	Thundurus	Therian Forme	...		80	101	5
661	643	Reshiram		...		120	90	5
662	644	Zekrom		...		100	90	5
663	645	Landorus	Incarnate Forme	...		80	101	5
664	645	Landorus	Therian Forme	...		80	91	5
665	646	Kyurem		...		90	95	5
666	646	Kyurem	Black Kyurem	...		90	95	5
667	646	Kyurem	White Kyurem	...		100	95	5
668	647	Keldeo	Ordinary Form	...		90	108	5
669	647	Keldeo	Resolute Form	...		90	108	5

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
670	648	Meloetta	Aria Forme	...		128	90	5
671	648	Meloetta	Pirouette Forme	...		77	128	5
672	649	Genesect		...		95	99	5
673	3	Venusaur	Mega Venusaur	...		120	80	6
674	6	Charizard	Mega Charizard X	...		85	100	6
675	6	Charizard	Mega Charizard Y	...		115	100	6
676	9	Blastoise	Mega Blastoise	...		115	78	6
677	15	Beedrill	Mega Beedrill	...		80	145	6
678	18	Pidgeot	Mega Pidgeot	...		80	121	6
679	65	Alakazam	Mega Alakazam	...		105	150	6

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
680	80	Slowbro	Mega Slowbro	...		80	30	6
681	94	Gengar	Mega Gengar	...		95	130	6
682	115	Kangaskhan	Mega Kangaskhan	...		100	100	6
683	127	Pinsir	Mega Pinsir	...		90	105	6
684	130	Gyarados	Mega Gyarados	...		130	81	6
685	142	Aerodactyl	Mega Aerodactyl	...		95	150	6
686	150	Mewtwo	Mega Mewtwo X	...		100	130	6
687	150	Mewtwo	Mega Mewtwo Y	...		120	140	6
688	181	Ampharos	Mega Ampharos	...		110	45	6
689	208	Steelix	Mega Steelix	...		95	30	6

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
690	212	Scizor	Mega Scizor	...		100	75	6
691	214	Heracross	Mega Heracross	...		105	75	6
692	229	Houndoom	Mega Houndoom	...		90	115	6
693	248	Tyranitar	Mega Tyranitar	...		120	71	6
694	254	Sceptile	Mega Sceptile	...		85	145	6
695	257	Blaziken	Mega Blaziken	...		80	100	6
696	260	Swampert	Mega Swampert	...		110	70	6
697	282	Gardevoir	Mega Gardevoir	...		135	100	6
698	302	Sableye	Mega Sableye	...		115	20	6
699	303	Mawile	Mega Mawile	...		95	50	6

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
700	306	Aggron	Mega Aggron	...		80	50	6
701	308	Medicham	Mega Medicham	...		85	100	6
702	310	Manectric	Mega Manectric	...		80	135	6
703	319	Sharpedo	Mega Sharpedo	...		65	105	6
704	323	Camerupt	Mega Camerupt	...		105	20	6
705	334	Altaria	Mega Altaria	...		105	80	6
706	354	Banette	Mega Banette	...		83	75	6
707	359	Absol	Mega Absol	...		60	115	6
708	362	Glalie	Mega Glalie	...		80	100	6
709	373	Salamence	Mega Salamence	...		90	120	6

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
710	376	Metagross	Mega Metagross	...		110	110	6
711	380	Latias	Mega Latias	...		150	110	6
712	381	Latios	Mega Latios	...		120	110	6
713	382	Kyogre	Primal Kyogre	...		160	90	6
714	383	Groudon	Primal Groudon	...		90	90	6
715	384	Rayquaza	Mega Rayquaza	...		100	115	6
716	428	Lopunny	Mega Lopunny	...		96	135	6
717	445	Garchomp	Mega Garchomp	...		95	92	6
718	448	Lucario	Mega Lucario	...		70	112	6
719	460	Abomasnow	Mega Abomasnow	...		105	30	6

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
720	475	Gallade	Mega Gallade	...		115	110	6
721	531	Audino	Mega Audino	...		126	50	6
722	650	Chespin		...		45	38	6
723	651	Quilladin		...		58	57	6
724	652	Chesnaught		...		75	64	6
725	653	Fennekin		...		60	60	6
726	654	Braixen		...		70	73	6
727	655	Delphox		...		100	104	6
728	656	Froakie		...		44	71	6
729	657	Frogadier		...		56	97	6

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
730	658	Greninja		Water	...		103		71	122
6										
731	659	Bunnelby		Normal	...		32		36	57
6										
732	660	Diggersby		Normal	...		50		77	78
6										
733	661	Fletchling		Normal	...		40		38	62
6										
734	662	Fletchinder		Fire	...		56		52	84
6										
735	663	Talonflame		Fire	...		74		69	126
6										
736	664	Scatterbug		Bug	...		27		25	35
6										
737	665	Spewpa		Bug	...		27		30	29
6										
738	666	Vivillon		Bug	...		90		50	89
6										
739	667	Litleo		Fire	...		73		54	72
6										

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
740	668	Pyroar		Fire	...		109		66	106
6										
741	669	Flabébé		Fairy	...		61		79	42
6										
742	670	Floette		Fairy	...		75		98	52
6										
743	671	Florges		Fairy	...		112		154	75
6										
744	672	Skiddo		Grass	...		62		57	52
6										
745	673	Gogoat		Grass	...		97		81	68
6										
746	674	Pancham		Fighting	...		46		48	43
6										
747	675	Pangoro		Fighting	...		69		71	58
6										
748	676	Furfrou		Normal	...		65		90	102
6										
749	677	Espurr		Psychic	...		63		60	68
6										

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
750	678	Meowstic	Male	...		81	104	6
751	678	Meowstic	Female	...		81	104	6
752	679	Honedge		...		37	28	6
753	680	Doublade		...		49	35	6
754	681	Aegislash	Shield Forme	...		140	60	6
755	681	Aegislash	Blade Forme	...		50	60	6
756	682	Spritzee		...		65	23	6
757	683	Aromatisse		...		89	29	6
758	684	Swirlx		...		57	49	6
759	685	Slurpuff		...		75	72	6

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
760	686	Inkay		Dark	...		37		46	45
6										
761	687	Malamar		Dark	...		68		75	73
6										
762	688	Binacle		Rock	...		39		56	50
6										
763	689	Barbaracle		Rock	...		54		86	68
6										
764	690	Skrelep		Poison	...		60		60	30
6										
765	691	Dragalge		Poison	...		97		123	44
6										
766	692	Clauncher		Water	...		58		63	44
6										
767	693	Clawitzer		Water	...		120		89	59
6										
768	694	Helioptile		Electric	...		61		43	70
6										
769	695	Heliolisk		Electric	...		109		94	109
6										

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
770	696	Tyrunt		Rock	...		45		45	48
6										
771	697	Tyrantrum		Rock	...		69		59	71
6										
772	698	Amaura		Rock	...		67		63	46
6										
773	699	Aurorus		Rock	...		99		92	58
6										
774	700	Sylveon		Fairy	...		110		130	60
6										
775	701	Hawlucha		Fighting	...		74		63	118

6
776 702 Dedenne Electric ... 81 67 101
6
777 703 Carbink Rock ... 50 150 50
6
778 704 Goomy Dragon ... 55 75 40
6
779 705 Sliggoo Dragon ... 83 113 60
6

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp. Def	Speed
Generation									
780	706	Goodra		Dragon	...		110	150	80
6									
781	707	Klefki		Steel	...		80	87	75
6									
782	708	Phantump		Ghost	...		50	60	38
6									
783	709	Trevenant		Ghost	...		65	82	56
6									
784	710	Pumpkaboo	Average Size	Ghost	...		44	55	51
6									
785	710	Pumpkaboo	Small Size	Ghost	...		44	55	56
6									
786	710	Pumpkaboo	Large Size	Ghost	...		44	55	46
6									
787	710	Pumpkaboo	Super Size	Ghost	...		44	55	41
6									
788	711	Gourgeist	Average Size	Ghost	...		58	75	84
6									
789	711	Gourgeist	Small Size	Ghost	...		58	75	99
6									

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
790	711	Gourgeist	Large Size	...		75	69	6
791	711	Gourgeist	Super Size	...		75	54	6
792	712	Bergmite		...		35	28	6
793	713	Avalugg		...		46	28	6
794	714	Noibat		...		40	55	6
795	715	Noivern		...		80	123	6
796	716	Xerneas		...		98	99	6
797	717	Yveltal		...		98	99	6
798	718	Zygarde50% Forme		...		95	95	6
799	719	Diancie		...		150	50	6

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
800	719	Diancie	Mega Diancie	...		110	110	6

801	720	Hoopa	Hoopa Confined	...	130	70	6
802	720	Hoopa	Hoopa Unbound	...	130	80	6
803	721	Volcanion		...	90	70	6
804	19	Rattata	Alolan Rattata	...	35	72	7
805	20	Raticate	Alolan Raticate	...	80	77	7
806	25	Pikachu	Partner Pikachu	...	60	120	7
807	26	Raichu	Alolan Raichu	...	85	110	7
808	27	Sandshrew	Alolan Sandshrew	...	35	40	7
809	28	Sandslash	Alolan Sandslash	...	65	65	7

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[10 rows x 13 columns]
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	ID	Name	Form	...	Sp.	Def	Speed	Generation
810	37	Vulpix	Alolan Vulpix	...		65	65	7
811	38	Ninetales	Alolan Ninetales	...		100	109	7
812	50	Diglett	Alolan Diglett	...		45	90	7
813	51	Dugtrio	Alolan Dugtrio	...		70	110	7
814	52	Meowth	Alolan Meowth	...		40	90	7
815	53	Persian	Alolan Persian	...		65	115	7
816	74	Geodude	Alolan Geodude	...		30	20	7
817	75	Graveler	Alolan Graveler	...		45	35	7
818	76	Golem	Alolan Golem	...		65	45	7
819	88	Grimer	Alolan Grimer	...		50	25	7

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[10 rows x 13 columns]
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ID	Name	Form	...	Sp. Def	Speed
820	Muk	Alolan Muk	...	100	50
821	Exeggutor	Alolan Exeggutor	...	75	45
822	Marowak	Alolan Marowak	...	80	45
823	Eevee	Partner Eevee	...	85	75
824	Greninja	Ash-Greninja	...	71	132
825	Zygarde10% Forme		...	85	115
826	Zygarde	Complete Forme	...	95	85
827	Rowlet		...	50	42
828	Dartrix		...	70	52
829	Decidueye		...	100	70

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[10 rows x 13 columns]
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[10 rows x 10 columns]
      ID      Name Form  Type1  ... Sp. Atk  Sp. Def  Speed
Generation

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830	725	Litten	Fire	...	60	40	70
7							
831	726	Torracat	Fire	...	80	50	90
7							
832	727	Incineroar	Fire	...	80	90	60
7							
833	728	Popplio	Water	...	66	56	40
7							
834	729	Brionne	Water	...	91	81	50
7							
835	730	Primarina	Water	...	126	116	60
7							
836	731	Pikipek	Normal	...	30	30	65
7							
837	732	Trumbeak	Normal	...	40	50	75
7							
838	733	Toucannon	Normal	...	75	75	60
7							
839	734	Yungoos	Normal	...	30	30	45
7							

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
840	735	Gumshoos		...		60	45	7
841	736	Grubbin		...		45	46	7
842	737	Charjabug		...		75	36	7
843	738	Vikavolt		...		75	43	7
844	739	Crabrawler		...		47	63	7
845	740	Crabominable		...		67	43	7
846	741	Oricorio	Baile	Style	...	70	93	7
847	741	Oricorio	Pom-Pom	Style	...	70	93	7
848	741	Oricorio	Pa'u	Style	...	70	93	7
849	741	Oricorio	Sensu	Style	...	70	93	7

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed
Generation							
850	742	Cutiefly		...		40	84
7							
851	743	Ribombee		...		70	124
7							
852	744	Rockruff		...		40	60
7							
853	744	Rockruff	Own Tempo	Rockruff	...	40	60
7							
854	745	Lycanroc	Midday	Form	...	65	112
7							
855	745	Lycanroc	Midnight	Form	...	75	82
7							
856	745	Lycanroc	Dusk	Form	...	65	110

7	857	746	Wishiwashi	Solo Form	...	25	40
7	858	746	Wishiwashi	School Form	...	135	30
7	859	747	Mareanie		...	52	45

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
7	860	748	Toxapex	Poison	...		53		142	35
7	861	749	Mudbray	Ground	...		45		55	45
7	862	750	Mudsdale	Ground	...		55		85	35
7	863	751	Dewpider	Water	...		40		72	27
7	864	752	Araquanid	Water	...		50		132	42
7	865	753	Fomantis	Grass	...		50		35	35
7	866	754	Lurantis	Grass	...		80		90	45
7	867	755	Morelull	Grass	...		65		75	15
7	868	756	Shiinotic	Grass	...		90		100	30
7	869	757	Salandit	Poison	...		71		40	77

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
7	870	758	Salazzle	Poison	...		111		60	117
7	871	759	Stufful	Normal	...		45		50	50
7	872	760	Bewear	Normal	...		55		60	60
7	873	761	Bounsweet	Grass	...		30		38	32
7	874	762	Steenee	Grass	...		40		48	62
7	875	763	Tsareena	Grass	...		50		98	72
7	876	764	Comfey	Fairy	...		82		110	100
7	877	765	Oranguru	Normal	...		90		110	60

7	878	766	Passimian	Fighting	...	40	60	80
7	879	767	Wimpod	Bug	...	20	30	80
7								

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
880	768	Golisopod		Bug	...		60		90	40
7										
881	769	Sandygast		Ghost	...		70		45	15
7										
882	770	Palossand		Ghost	...		100		75	35
7										
883	771	Pyukumuku		Water	...		30		130	5
7										
884	772	Type: Null		Normal	...		95		95	59
7										
885	773	Silvally		Normal	...		95		95	95
7										
886	774	Minior	Meteor Form	Rock	...		60		100	60
7										
887	774	Minior	Core Form	Rock	...		100		60	120
7										
888	775	Komala		Normal	...		75		95	65
7										
889	776	Turtonator		Fire	...		91		85	36
7										

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
890	777	Togedemaru		Electric	...		40		73	96
7										
891	778	Mimikyu		Ghost	...		50		105	96
7										
892	779	Bruxish		Water	...		70		70	92
7										
893	780	Drampa		Normal	...		135		91	36
7										
894	781	Dhelmise		Ghost	...		86		90	40
7										
895	782	Jangmo-o		Dragon	...		45		45	45
7										
896	783	Hakamo-o		Dragon	...		65		70	65
7										
897	784	Kommo-o		Dragon	...		100		105	85
7										
898	785	Tapu Koko		Electric	...		95		75	130

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7
899 786 Tapu Lele      Psychic ... 130 115 95
7

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[10 rows x 13 columns]

```

      ID      Name Form      Type1 ... Sp. Atk  Sp. Def  Speed
Generation
900 787 Tapu Bulu      Grass ... 85 95 75
7
901 788 Tapu Fini      Water ... 95 130 85
7
902 789 Cosmog         Psychic ... 29 31 37
7
903 790 Cosmoem        Psychic ... 29 131 37
7
904 791 Solgaleo        Psychic ... 113 89 97
7
905 792 Lunala          Psychic ... 137 107 97
7
906 793 Nihilego         Rock ... 127 131 103
7
907 794 Buzzwole         Bug ... 53 53 79
7
908 795 Pheromosa         Bug ... 137 37 151
7
909 796 Xurkitree       Electric ... 173 71 83
7

```

[10 rows x 13 columns]

```

      ID      Name      Form ... Sp. Def Speed
Generation
910 797 Celesteela      ... 101 61
7
911 798 Kartana          ... 31 109
7
912 799 Guzzlord        ... 53 43
7
913 800 Necrozma         ... 89 79
7
914 800 Necrozma Dusk Mane Necrozma ... 109 77
7
915 800 Necrozma Dawn Wings Necrozma ... 127 77
7
916 800 Necrozma Ultra Necrozma ... 97 129
7
917 801 Magearna         ... 115 65
7
918 802 Marshadow        ... 90 125
7
919 803 Poipole          ... 67 73

```

7

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed
Generation							
920	804	Naganadel		...		73	121
7							
921	805	Stakataka		...		101	13
7							
922	806	Blacephalon		...		79	107
7							
923	807	Zeraora		...		80	143
7							
924	808	Meltan		...		35	34
7							
925	809	Melmetal		...		65	34
7							
926	52	Meowth	Galarian Meowth	...		40	40
8							
927	77	Ponyta	Galarian Ponyta	...		65	90
8							
928	78	Rapidash	Galarian Rapidash	...		80	105
8							
929	79	Slowpoke	Galarian Slowpoke	...		40	15
8							

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed
Generation							
930	80	Slowbro	Galarian Slowbro	...		70	30
8							
931	83	Farfetch'd	Galarian Farfetch'd	...		62	55
8							
932	110	Weezing	Galarian Weezing	...		70	60
8							
933	122	Mr. Mime	Galarian Mr. Mime	...		90	100
8							
934	144	Articuno	Galarian Articuno	...		100	95
8							
935	145	Zapdos	Galarian Zapdos	...		90	100
8							
936	146	Moltres	Galarian Moltres	...		125	90
8							
937	199	Slowking	Galarian Slowking	...		110	30
8							
938	222	Corsola	Galarian Corsola	...		100	30
8							
939	263	Zigzagoon	Galarian Zigzagoon	...		41	60
8							

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed
Generation							
8	940	264 Linoone	Galarian Linoone	...		61	100
8	941	554 Darumaka	Galarian Darumaka	...		45	50
8	942	555 Darmanitan	Galarian Standard Mode	...		55	95
8	943	555 Darmanitan	Galarian Zen Mode	...		55	135
8	944	562 Yamask	Galarian Yamask	...		65	30
8	945	618 Stunfisk	Galarian Stunfisk	...		84	32
8	946	810 Grookey		...		40	65
8	947	811 Thwackey		...		60	80
8	948	812 Rillaboom		...		70	85
8	949	813 Scorbunny		...		40	69

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
8	950	814 Raboot		Fire	...		55		60	94
8	951	815 Cinderace		Fire	...		65		75	119
8	952	816 Sobble		Water	...		70		40	70
8	953	817 Drizzile		Water	...		95		55	90
8	954	818 Inteleon		Water	...		125		65	120
8	955	819 Skwovet		Normal	...		35		35	25
8	956	820 Greedent		Normal	...		55		75	20
8	957	821 Rookidee		Flying	...		33		35	57
8	958	822 Corvisquire		Flying	...		43		55	77
8	959	823 Corviknight		Flying	...		53		85	67

[10 rows x 13 columns]

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
--	----	------	------	-------	-----	-----	-----	-----	-----	-------

Generation	ID	Name	Form	Type	Sp.	Atk	Sp. Def	Speed
960	824	Blipbug	Bug	...	25	45	45	
8								
961	825	Dottler	Bug	...	50	90	30	
8								
962	826	Orbeetle	Bug	...	80	120	90	
8								
963	827	Nickit	Dark	...	47	52	50	
8								
964	828	Thievul	Dark	...	87	92	90	
8								
965	829	Gossifleur	Grass	...	40	60	10	
8								
966	830	Eldegoss	Grass	...	80	120	60	
8								
967	831	Wooloo	Normal	...	40	45	48	
8								
968	832	Dubwool	Normal	...	60	90	88	
8								
969	833	Chewtle	Water	...	38	38	44	
8								

[10 rows x 13 columns]								
Generation	ID	Name	Form	Type	Sp.	Atk	Sp. Def	Speed
970	834	Drednaw	Water	...	48	68	74	
8								
971	835	Yamper	Electric	...	40	50	26	
8								
972	836	Boltund	Electric	...	90	60	121	
8								
973	837	Rolycoly	Rock	...	40	50	30	
8								
974	838	Carkol	Rock	...	60	70	50	
8								
975	839	Coalossal	Rock	...	80	90	30	
8								
976	840	Applin	Grass	...	40	40	20	
8								
977	841	Flapple	Grass	...	95	60	70	
8								
978	842	Appletun	Grass	...	100	80	30	
8								
979	843	Silicobra	Ground	...	35	50	46	
8								

[10 rows x 13 columns]								
	ID	Name	Form	Sp.	Def	Speed	Generation	
980	844	Sandaconda	...	70	71		8	
981	845	Cramorant	...	95	85		8	

10078	870	Falinks	Fighting ...	70	60	75
10088	871	Pincurchin	Electric ...	91	85	15
10098	872	Snom	Ice ...	45	30	20

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
1010	873	Frosmoth		...		90	65	8
1011	874	Stonjourner		...		20	70	8
1012	875	Eiscue	Ice Face	...		90	50	8
1013	875	Eiscue	Noice Face	...		50	130	8
1014	876	Indeedge	Male	...		95	95	8
1015	876	Indeedge	Female	...		105	85	8
1016	877	Morpeko	Full Belly Mode	...		58	97	8
1017	877	Morpeko	Hangry Mode	...		58	97	8
1018	878	Cufant		...		49	40	8
1019	879	Copperajah		...		69	30	8

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
10208	880	Dracozolt		...		70	75	
10218	881	Arctozolt		...		80	55	
10228	882	Dracovish		...		80	75	
10238	883	Arctovish		...		90	55	
10248	884	Duraludon		...		50	85	
10258	885	Dreepy		...		30	82	
10268	886	Drakloak		...		50	102	
10278	887	Dragapult		...		75	142	
10288	888	Zacian	Crowned Sword	...		115	148	
10298	888	Zacian	Hero of Many Battles	...		115	138	

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
10308	889	Zamazenta	Crowned Shield	...		145	128	
10318	889	Zamazenta	Hero of Many Battles	...		115	138	

```

8
1032  890  Eternatus          ...      95    130
8
1033  890  Eternatus          Eternamax ...    250    130
8
1034  891      Kubfu          ...      50     72
8
1035  892    Urshifu  Single Strike Style ...     60     97
8
1036  892    Urshifu  Rapid Strike Style  ...     60     97
8
1037  893    Zarude          ...      95    105
8
1038  894  Regieleki          ...      50    200
8
1039  895  Regidrago          ...      50     80
8

```

[10 rows x 13 columns]

	ID	Name	Form	...	Sp.	Def	Speed	Generation
1040	896	Glastrier		...		110	30	8
1041	897	Spectrier		...		80	130	8
1042	898	Calyrex		...		80	80	8
1043	898	Calyrex	Ice Rider	...		130	50	8
1044	898	Calyrex	Shadow Rider	...		100	150	8

[5 rows x 13 columns]

df

	ID	Name	Form	...	Sp.	Def	Speed	Generation
1040	896	Glastrier		...		110	30	8
1041	897	Spectrier		...		80	130	8
1042	898	Calyrex		...		80	80	8
1043	898	Calyrex	Ice Rider	...		130	50	8
1044	898	Calyrex	Shadow Rider	...		100	150	8

[5 rows x 13 columns]

```

df1 = pd.DataFrame()
for df in pd.read_csv('poke_updated1.csv', chunksize=10):
    df1 = pd.concat([df1, df])
df1.head(15)

```

	ID	Name	Form	Type1	...	Sp.	Atk	Sp.	Def	Speed
Generation										
0	1	Bulbasaur		Grass	...		65		65	45
1										
1	2	Ivysaur		Grass	...		80		80	60
1										
2	3	Venusaur		Grass	...		100		100	80

```

1
3   4  Charmander      Fire ...    60    50    65
1
4   5  Charmeleon     Fire ...    80    65    80
1
5   6  Charizard      Fire ...   109    85   100
1
6   7   Squirtle      Water ...    50    64    43
1
7   8  Wartortle     Water ...    65    80    58
1
8   9  Blastoise     Water ...    85   105    78
1
9  10   Caterpie      Bug ...    20    20    45
1
10 11   Metapod      Bug ...    25    25    30
1
11 12  Butterfree     Bug ...    90    80    70
1
12 13   Weedle      Bug ...    20    20    50
1
13 14   Kakuna      Bug ...    25    25    35
1
14 15  Beedrill      Bug ...    45    80    75
1

```

[15 rows x 13 columns]

#Stack & Unstack in Pandas

```
col=pd.MultiIndex.from_product([['2010', '2015'], [' Literacy'
'GDP']])
```

```
data=([[80,7,88,6], [90,8,92,7], [89,7,91,8], [87,6,93,8]])
```

```
df6=pd.DataFrame(data,index=['India','USA','Russia','China'])
```

df6

```

      0  1  2  3
India  80  7  88  6
USA    90  8  92  7
Russia 89  7  91  8
China  87  6  93  8

```

```
st_df = df6.stack()
st_df
```

```

India    0    80
         1     7
         2    88

```

```
      3      6
USA   0     90
      1      8
      2     92
      3      7
Russia 0     89
      1      7
      2     91
      3      8
China  0     87
      1      6
      2     93
      3      8
```

dtype: int64

```
unst_df = st_df.unstack()
unst_df
```

```
      0  1  2  3
India  80  7  88  6
USA    90  8  92  7
Russia  89  7  91  8
China  87  6  93  8
```

```
unst_df = unst_df.unstack()
unst_df
```

```
0  India    80
   USA     90
   Russia   89
   China    87
1  India     7
   USA      8
   Russia    7
   China     6
2  India    88
   USA     92
   Russia   91
   China    93
3  India     6
   USA      7
   Russia    8
   China     8
```

dtype: int64

```
unst_df = unst_df.unstack()
unst_df
```

```
      India  USA  Russia  China
0      80   90     89    87
1       7    8      7     6
```

2	88	92	91	93
3	6	7	8	8