Data Set 1 contains the metrics and attributes needed to produce a report which satisfies the following request:

**Business Request:** *"How many tables have we had open? I'd like to see a daily trend of the number of open tables at the Property."*

Attributes

d\_game\_date - date on which the data was recorded

c\_prop\_cd - abbreviated Property name

c\_pit\_num - Describes which pit the data was captured in

c\_game\_report\_desc - The name of the table game

c\_game\_report\_type - The game category

c\_table\_num - This describes which table the data was recorded on

Metrics

Drop - sum total amount of cash patrons brought to the gaming table on that date

f\_hands\_played - sum total number of hands played on the gaming table on that date

i\_minutes\_played - sum total number of minutes patrons spent on the gaming table on that date

f\_theo\_win - sum total amount of revenue the Casino theoretically should have generated on the gaming table on that date

f\_actual\_win - sum total amount of actual revenue the Casino generated on the gaming table on that date

i\_open\_hours - sum total amount of hours the table was open on the given date

**Note that not all attributes or metrics included in Data Set 1 will be needed.**

Data Set 2 contains slot attributes and metrics needed to analyze a floor move. A fictional casino recently removed a pit of table games and replaced them with more slots.

The ultimate effect was slot zone 2 nearly doubled in size.

We would like analyze the "Pre/Post" performance of the units which were moved and it's overall impact to zone 2.

Data Set 3 already delineates Time Periods between "Pre" floor change and "Post" floor change.

You will need to add a column to Data Set 3 which delineates between the units which were moved into zone 2, the units which were already in zone 2 and all other units on the casino floor.

Here is the list of serials of slots which were moved into zone 2:

2384807 2384808 2384809 2384810 2492692 2492693 2492696 2492697 5135142 5135151 5135336 5135337 5135338 5135339 5141615 5141616 5141617 5141618 B160874785 B160874786 B160874788 B160874789 B170506131 B170506132 B170506133 B170506134 MRXU005523 MRXU005524 MRXU005525 MRXU005526 MRXU005527 MRXU005528.

Attributes

Time\_Period - delineates data points which were recorded in the period of time "Pre" any floor changes or "Post" any floor changes

c\_prop\_cd - abbreviated Property name

c\_zone\_id - describes the location of slot machine within the Property

c\_serial\_num - the unique idefntifier of the inidivual slot machine

Metrics

coin\_in - the sum total of coin in or wagers made on the slot machine over the time\_period

mtr\_win - the sum total of metered win or revenues on the slot machine over the time\_period

theo - the sum total of theoretical win or revenues made on the slot machine over the time\_period

dof - the sum total of 'Days on Floor' for a slot machine over the time\_period

hp - the sum total of handle pulls made on the slot machine over the time\_period

max\_hp - the sum total of maximum handle pulls which could've been made on the slot machine over the time\_period

days\_in\_time\_period - the count of distinct dates in the time\_period