

✓ Pokemon

✓ Introduction:

This time you will create the data.

Step 1. Import the necessary libraries

```
import pandas as pd
```

[+ Mã](#)[+ Văn bản](#)

✓ Step 2. Create a data dictionary that looks like the DataFrame below

```
data = {
    'evolution': ['Ivysaur', 'Charmeleon', 'Wartortle', 'Metapod'],
    'hp': [45, 39, 44, 45],
    'name': ['Bulbasaur', 'Charmander', 'Squirtle', 'Caterpie'],
    'pokedex': ['yes', 'no', 'yes', 'no'],
    'type': ['grass', 'fire', 'water', 'bug']
}

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

```
↕
   evolution  hp   name pokedex  type
0   Ivysaur  45  Bulbasaur    yes  grass
1  Charmeleon 39  Charmander    no   fire
2   Wartortle 44   Squirtle    yes  water
3    Metapod  45    Caterpie    no   bug
```

✓ Step 3. Assign it to a variable called pokemon

 **Tạo**

randomly select 5 items from a list



Đóng

```
pokemon = df
print(pokemon)
```

```
↕
   evolution  hp   name pokedex  type
0   Ivysaur  45  Bulbasaur    yes  grass
1  Charmeleon 39  Charmander    no   fire
2   Wartortle 44   Squirtle    yes  water
3    Metapod  45    Caterpie    no   bug
```

✓ Step 4. Ops...it seems the DataFrame columns are in alphabetical order. Place the order of the columns as name, type, hp, evolution, pokedex

```
pokemon = pokemon[['name', 'type', 'hp', 'evolution', 'pokedex']]
print(pokemon)
```

```
↕
   name  type  hp  evolution pokedex
0  Bulbasaur  grass  45   Ivysaur    yes
1  Charmander  fire  39  Charmeleon    no
2   Squirtle  water  44   Wartortle    yes
3   Caterpie   bug  45    Metapod    no
```

✓ Step 5. Add another column called place, and insert what you have in mind.

```
pokemon['place'] = ['forest', 'mountain', 'river', 'forest']
pokemon
```

 <ipython-input-7-e5bdce60e078>:1: SettingWithCopyWarning:
A value is trying to be set on a copy of a slice from a DataFrame.
Try using .loc[row_indexer,col_indexer] = value instead

See the caveats in the documentation: https://pandas.pydata.org/pandas-docs/stable/user_guide/indexing.html#returning-a-view-versus-a-copy


```
pokemon['place'] = ['forest', 'mountain', 'river', 'forest']
```

	name	type	hp	evolution	pokedex	place	
0	Bulbasaur	grass	45	Ivysaur	yes	forest	
1	Charmander	fire	39	Charmeleon	no	mountain	
2	Squirtle	water	44	Wartortle	yes	river	
3	Caterpie	bug	45	Metapod	no	forest	

Các bước tiếp theo: [Tạo mã bằng pokemon](#) [Xem các đồ thị được đề xuất](#) [New interactive sheet](#)

Step 6. Present the type of each column

```
print(pokemon.dtypes)
```

 name object
type object
hp int64
evolution object
pokedex object
place object
dtype: object

BONUS: Create your own question and answer it.

Bắt đầu lập trình hoặc [tạo](#) mã bằng trí tuệ nhân tạo (AI).