







In [49]: top\_Category\_installs = pd.merge(top\_Category, Category\_installs, on='Category')

Out[49]:



In [50]: top\_10\_Categories\_installs = top\_Category\_installs.head(10).sort\_values(by = ['Installs'], ascending = False)

In [51]:



Out[51]:



1. (ANS) Tools, Productivity, Education, Music & Audio, Personalization, Lifestyle, Education, Business, Books & Reference, Health & Fitness

1. What are the 10 Categories in playstore as per the count?

In [52]:



Out[52]:



1. (ANS) Education, Music & Audio, Tools, Business, Entertainment, Lifestyle, Books & Reference, Personalization, Health & Fitness, Productivity.

In [53]:



Out[53]:



In [54]:



Out[54]:



In [55]:



Out[55]:

Text(0.5, 1.0, 'Distribution of Rating', size = 20)

In [56]:



Out[56]:

OBSERVATION:

From the above two plots I can see that most people does not give a rating, but, one more thing that comes out from this graph as well is that people tend to give 4+ rating the most.

In [57]:



Out[57]:

1. (ANS) - Role Playing

In [58]:

Out[58]:

In [59]:



Out[59]:

OBSERVATION:

This scatterplot shows that: If I exclude everyone from the plot and focus on Teen and Adults I can see that teens have much engagement in terms of download and rating count.

In [60]:



Out[60]:

4.(ANS) Education

OBSERVATION:

It looks like certain app categories have more free apps available for download than others. In our dataset, the majority of apps in Business, Education, Music & Audio, Tools as well as Social categories were free to install. At the same time Books & References, Education, Tools and Personalization categories had the biggest number of paid apps available for installation.

In [61]:

Out[61]:

There is a high variance in the number of installs, I need to reduce it so I can use a log value for this column, otherwise it would be unable to see the data when visualized.

In [62]:



Out[62]:

In [63]:



Out[63]:

1. (ANS) From the above plot we can see that size impacts the number of installations. Applications with large size are less installed by the user.

In [64]:



Out[64]:

OBSERVATION:

Factors like AdSupport and InappPurchases are correlated to app rating. So I can say that if the app provides customer support and have subscription plans I can engage more customers. I can also see from the same graph that the editor's choice plays a important role as well. With high editor choice I can see high ratings count and high installs.

In [66]:

Out[66]:

In [69]:



Out[69]:

1. (ANS) Minecraft, Hitman Sniper, True Skate, Stickman Legends-Shadow Fight Premium Offline Game, Poweramp Full Version Unlocker, League of Stickman 2020- Ninja Arena PVP(Dreams)

In [70]:

Out[70]:

In [71]:



Out[71]:

1. (ANS) Photo Frame, Video maker with photo & music, Kuku FM - Love Stories, Audio Books & Podcasts, Plank Workout at Home.

In [72]:



Out[72]:

SUMMARY AND CONCLUSION:

- People are more interested in installing gaming apps, the top ratings are given to the gaming apps.

- InAppPurchases are correlated to App rating. So we can say that if the app provides customer support and have subscription plans it will helps to engage customers.

- Most people do not give ratings, but, the people who are give ratings tend to give 4+ rating most times.

- Most adults installed the "Social" and "Communication" Apps.

- People mostly download the free apps the installation of the free apps is high and the availability of the free apps also is very high.

In [ ]: