Predict Housing Prices

Once there lived an atrocious King with the finest sword a man could bear at that time.

Alzar, the record keeper, lost papers that had prices for houses in the kingdom.

As he trembled with mortal fear, he went to Elric the sorcerer seeking for help.

"King is very specific and rather precise with numbers!" exclaimed Elric seeing the records.

Fortunately, some records were still present, but they were too scattered!

King has commanded Alzar to present to him the complete record with price (in golden grains) of each house against its unique ID.

Now Elric invites you through time travel to help poor Alzar lest he should lose his life to sword.

Alzar will present to you the information that he has.

1) Each paper is specific to one builder family with details of houses that they built.

2) Alzar has sorted for you the house details with builder family name and „Not Known" where builder's information was lost. "But certainly, there are only ten builder families" he remarks.

"Careful! Black Magic has scraped off some more data from the records" says Elric as you begin to think upon…

Data Dictionary

Here's a brief version of what you'll find in the data description file.

Variable	Description
HOUSE ID	ID of the house
Golden Grains	Price

Submission

Finally, predict the prices for houses mentioned in missing.csv and generate a file named predicted.csv with price information mentioned against their IDs.
(file similar to house_prices.csv with the same column names and sequence i.e., House ID followed by Golden Grains)