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33 RF 16122 non-null object
34 RW 16122 non-null object
35 LAM 16122 non-null object
36 CAM 16122 non-null object
37 RAM 16122 non-null object
38 LM 16122 non-null object
39 LCM 16122 non-null object
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41 RCM 16122 non-null object
42 RM 16122 non-null object
43 LWB 16122 non-null object
44 LDM 16122 non-null object
45 CDM 16122 non-null object
46 RDM 16122 non-null object
47 RWB 16122 non-null object
48 LB 16122 non-null object
49 LCB 16122 non-null object
50 CB 16122 non-null object
51 RCB 16122 non-null object
52 RB 16122 non-null object
53 Crossing 18159 non-null float64
54 Finishing 18159 non-null float64
55 HeadingAccuracy 18159 non-null float64
56 ShortPassing 18159 non-null float64
57 Volleys 18159 non-null float64
58 Dribbling 18159 non-null float64
59 Curve 18159 non-null float64
60 FKAccuracy 18159 non-null float64
61 LongPassing 18159 non-null float64
62 BallControl 18159 non-null float64
63 Acceleration 18159 non-null float64
64 SprintSpeed 18159 non-null float64
65 Agility 18159 non-null float64
66 Reactions 18159 non-null float64
67 Balance 18159 non-null float64
68 ShotPower 18159 non-null float64
69 Jumping 18159 non-null float64
70 Stamina 18159 non-null float64
71 Strength 18159 non-null float64
72 LongShots 18159 non-null float64
73 Aggression 18159 non-null float64
74 Interceptions 18159 non-null float64
75 Positioning 18159 non-null float64
76 Vision 18159 non-null float64
77 Penalties 18159 non-null float64
78 Composure 18159 non-null float64
79 Marking 18159 non-null float64
80 StandingTackle 18159 non-null float64
81 SlidingTackle 18159 non-null float64
82 GKDividing 18159 non-null float64
83 GKHandling 18159 non-null float64
84 GK Kicking 18159 non-null float64
85 GK Positioning 18159 non-null float64
86 GK Reflexes 18159 non-null float64
87 Release Clause 16643 non-null object
dtypes: float64(38), int64(5), object(45)
memory usage: 12.2+ MB

```

1. Which country has the most number of player

```

In [9]: most_players_country = fifa['Nationality'].value_counts().idxmax()
total_players = fifa['Nationality'].value_counts().max()

print(f"1. Country with the most number of players is: {most_players_country} Total players are: {total_players}")

```

1. Country with the most number of players is: England Total players are: 1662

2. Plot a bar chart of the top 5 countries with the most number of players

```

In [10]: top_5_countries = fifa['Nationality'].value_counts().head(5)

# Define patterns for bars
patterns = ['/', 'o', '\\', 'x', '.']

# Define colors for bars (you can specify your own colors)
colors = ['blue', 'green', 'red', 'purple', 'orange']

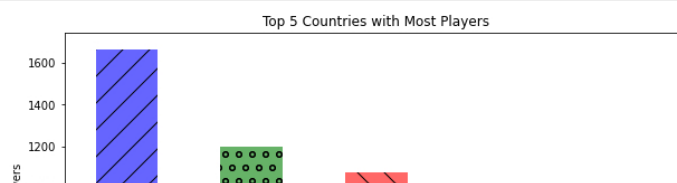
# Create a bar chart with different patterns
ax = top_5_countries.plot(kind='bar', figsize=(10, 6), color=colors, alpha=0.6)

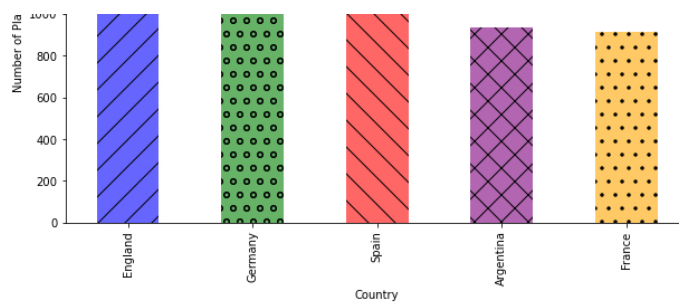
# Apply patterns to the bars
bars = ax.patches
for bar, pattern in zip(bars, patterns):
    bar.set_hatch(pattern)

# Set the title and labels
plt.title('Top 5 Countries with Most Players')
plt.xlabel('Country')
plt.ylabel('Number of Players')

plt.show()

```





3. Which player has the highest salary

```
In [11]: # Convert the 'Wage' column to a numeric format
fifa['Wage'] = fifa['Wage'].str.replace('€', '').str.replace('K', '').astype(float)

# Find the player with the highest salary
highest_salary_player = fifa[fifa['Wage'] == fifa['Wage'].max()]

# Print the player with the highest salary
print(f"Player with the highest salary:\n{highest_salary_player[['Name', 'Wage']]}")

Player with the highest salary:
   Name  Wage
0  L. Messi 565.0
```

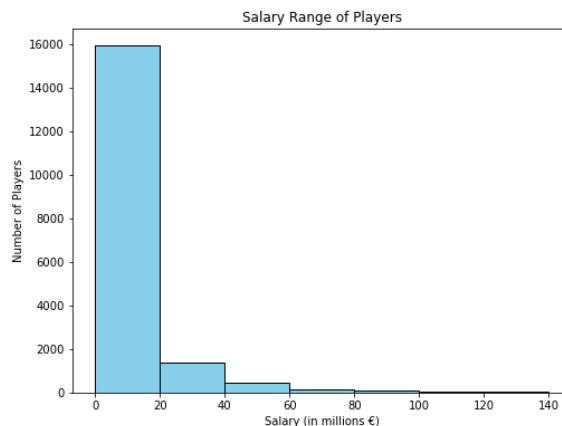
4. Plot a histogram to get the salary range of the players

```
In [28]: bins = np.arange(0,150,20)
# Create a histogram of player salaries
plt.figure(figsize=(8, 6))
plt.hist(fifa['Wage'], bins=bins, color='skyblue', edgecolor='black')

plt.xticks(bins)

# Set the title and labels
plt.title('Salary Range of Players')
plt.xlabel('Salary (in millions €)')
plt.ylabel('Number of Players')

plt.show()
```



```
In [ ]: fifa.loc[:, 'Height']
```

5. Who is the tallest player in the fifa players?

```
In [16]: height = fifa.loc[:, 'Height']
height_in_ft = [float('.'.join(str(x).split("."))) for x in height]

height_data = fifa.loc[:, ['Name', 'Height']]

height_data['Height'] = height_in_ft

max_height = height_data['Height'].max()
height_data.loc[height_data['Height'] == max_height]
```

```
Out[16]:
```

	Name	Height
11614	T. Holy	6.9
17927	D. Hodzic	6.9

6. Which club has most number of players

```
In [17]: most_players_club = fifa['Club'].value_counts().idxmax()
total_players = fifa['Club'].value_counts().max()

print(f"1. Club with the most number of players is: {most_players_club} and Total players are: {total_players}")
```

1. Club with the most number of players is: FC Barcelona and Total players are: 33

7. Which foot is most preferred by the players? Draw a bar chart for preferred foot

```
In [18]: # Count the number of players for each preferred foot
preferred_foot_counts = fifa['Preferred Foot'].value_counts()
preferred_foot_counts
```

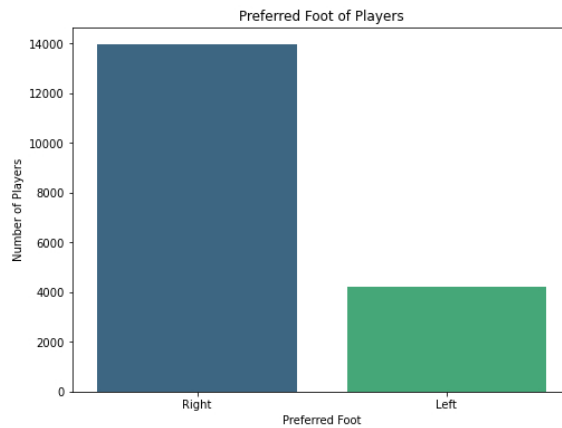
```
Out[18]: Right    13948
Left       4211
Name: Preferred Foot, dtype: int64
```

```
In [19]: # Count the number of players for each preferred foot
preferred_foot_counts = fifa['Preferred Foot'].value_counts()

# Determine the most preferred foot
most_preferred_foot = preferred_foot_counts.idxmax()

# Create a bar chart
plt.figure(figsize=(8, 6))
sns.barplot(x=preferred_foot_counts.index, y=preferred_foot_counts.values, palette='viridis')
plt.title('Preferred Foot of Players')
plt.xlabel('Preferred Foot')
plt.ylabel('Number of Players')
plt.show()

print(f"The most preferred foot by players is {most_preferred_foot}.")
```



The most preferred foot by players is Right.

In []: