



Microsoft: DAT210x Programming with Python for Data Science



Bookmarks

▶ Start Here

▶ 1. The Big Picture

▼ 2. Data And Features

Lecture: Features Premiere

Quiz

Lecture: Determining
Features

Quiz



Lecture: Manipulating Data

Quiz

Lecture: Feature
Representation

Quiz



Lecture: Wrangling Data

Quiz



Lab: Data and Features

Lab



Dive Deeper

2. Data And Features > Lab: Data and Features > Assignment 1



Bookmark

Welcome to Module 2's Labs!

In order to complete the labs in this module, please make sure you download and unarchive this .zip file with all the datasets and files necessary.

Lab Assignment 1

Pick any game you know a decent amount about. It might be American football, soccer, ping-pong, rock-paper-scissors, Yoruba Ayo, League of Legends, Dungeons and Dragons, your job (if it's fun)—anything! As long as you are intimately familiar with it.

Open up the /DAT210x/Module2/**assignment1.xls** file located in your course zip. If you don't have Excel, the document looks like this:

- ▶ 3. Exploring Data
- ▶ 4. Transforming Data
- ▶ 5. Data Modeling

	A	B	C	D
1	Feature Name	Type	Class	Description
2				
3		Numeric		
4		Textual		
5				
6				
7			Continuous	
8			Ordinal	
9			Nominal	
10				

Notice how the **Type** column can only be *Numeric* or *Textual*, and the **Class** column can only be *Continuous*, *Ordinal*, or *Nominal*.


Assuming you wanted to create a dataset that would hold various statistics about players playing the game you choose, come up with at least **seven** features of various type and class.

Lab Question

(1/1 point)

Have you completed the above assignment?

☐ No

☒ Yes 

You have used 1 of 2 submissions

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