

Google Play Store Apps

-Objectives

This project aims to make Exploratory Data Analysis (EDA) and prediction models on the Google Play Store Apps dataset. These EDA and models will help the developers to understand the type of application people is preferred. I worked on a dataset founded through the Kaggle website. I used python libraries such as NumPy, pandas, and Matplotlib.

-Design

By Applying EDA the following questions will be answered:

- Will the price affect number of installations?
- What is the most downloaded app?
- What is the most famous category of the app?
- What are the top five rated apps?

-Dataset

(<https://www.kaggle.com/gauthamp10/google-playstore-apps>)

-Algorithms

- Handle missing values in 'rating' and 'minimum android' columns
- Drop some non-useful columns such as currency
- Converting categorical features to binary dummy variables.

-Tools

I will conduct the experiment by using:

-Environment: Jupyter Notebook.

-Programming Language: Python.

-Libraries:

- NumPy
- Pandas
- Matplotlib
- Seaborn
- Sklearn

