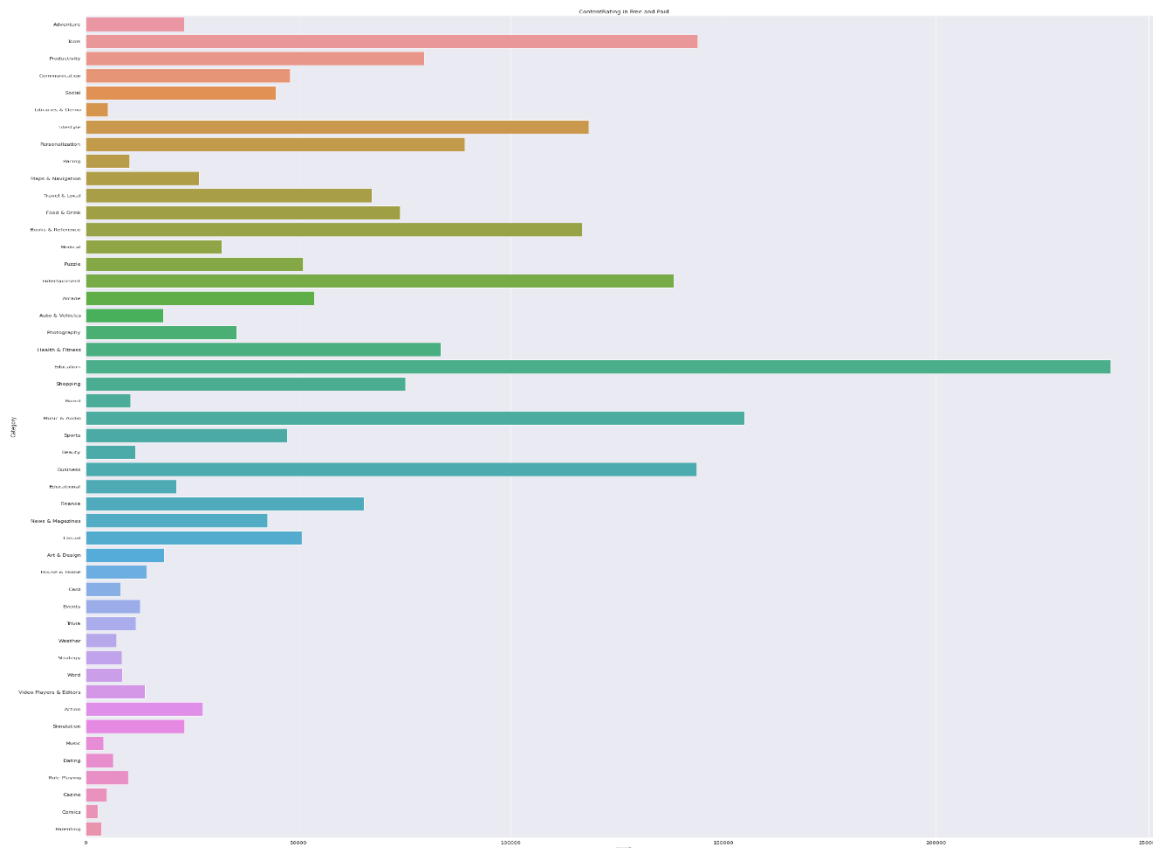# MVP:

The goal of this project is to help new developers identify the types of apps and characters people prefer.

(Which category has more Apps?)

-Through visualization, the most common category is "education" followed by "music and sound" and "comics" is the least common category.

-The figure "countplot" was used because it was the clearest for me.

Future work:

-Using visualization.

-Using linear regression model to predict.

-Using Deep Learning algorithms.