Actividad 3: Sergio Buitrago

Materia: Diplomado de Analisis de datos con Python

1. Importando libreria pandas, cargando fuentes de datos y haciendo analisis descriptivo Fuente de información:

https://raw.githubusercontent.com/shecho30/Diplomado_python/main/Data/Video_Game.cs

Resumen DataSet Sales Video Game: Este dataset hace referencia a la venta y calificacion de los video juegos

Librerias

```
import pandas as pd
import missingno as msno
from numpy import nan as np
import matplotlib.pyplot as plt
from pandas.core.groupby import groupby
import datetime
import plotly.graph_objs as gro
from collections import Counter as co
import seaborn as sns
from plotly.offline import init_notebook_mode, iplot
from sklearn.preprocessing import StandardScaler
import matplotlib.patches as mpatches
```

Fuente de información

```
url = 'https://raw.githubusercontent.com/shecho30/Diplomado_python/main/Data/Video_Game.csv'

df = pd.read_csv(url, sep=',')
```

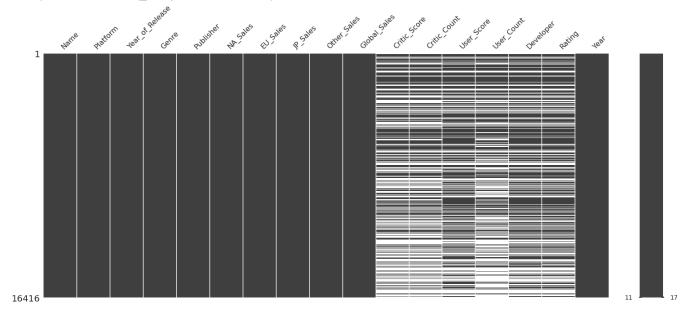
Análisis Descriptivo

```
[ ] 以6 celdas ocultas
```

Limpieza de Datos

```
df = df[df["Year_of_Release"].notnull()]
df = df[df["Genre"].notnull()]
df = df[df["Publisher"].notnull()]
df['Year_of_Release']=df['Year_of_Release'].astype('int64')
df['User_Score']=df['User_Score'].replace('tbd',0).astype('float64')
msno.matrix(df)
```

<matplotlib.axes._subplots.AxesSubplot at 0x7f12b89549d0>



```
df['Platform'].value_counts()
     PS2
             2161
     DS
             2152
     PS3
             1331
     Wii
             1320
     X360
             1262
     PSP
             1209
     PS
             1197
     PC
              974
     ΧB
              824
     GBA
              822
     GC
               556
     3DS
               520
     PSV
              432
     PS4
               393
     N64
               319
     X0ne
               247
     SNES
              239
     SAT
              173
     WiiU
              147
     2600
               133
     NES
               98
                98
     GB
     DC
                52
     GEN
                29
     NG
                12
     SCD
                 6
     WS
                 6
     3D0
                 3
     TG16
                 2
     GG
                 1
     PCFX
     Name: Platform, dtype: int64
df['Year_of_Release'].value_counts()
     2008.0
               1427
     2009.0
               1426
     2010.0
               1255
     2007.0
               1197
     2011.0
               1136
     2006.0
               1006
     2005.0
                939
     2002.0
                 829
     2003.0
                 775
     2004.0
                 762
     2012.0
                 653
     2015.0
                 606
     2014.0
                 581
     2013.0
                 544
     2016.0
                 502
     2001.0
                 482
```

1998.0

379

```
2000.0
                350
     1999.0
                338
     1997.0
                289
     1996.0
                263
     1995.0
                219
     1994.0
                121
     1993.0
                 62
     1981.0
                 46
     1992.0
                 43
     1991.0
                 41
     1982.0
                 36
     1986.0
                  21
                 17
     1989.0
     1983.0
                 17
     1990.0
                 16
     1987.0
                 16
     1988.0
                 15
     1985.0
                 14
     1984.0
                 14
                  9
     1980.0
                  3
     2017.0
     2020.0
                  1
     Name: Year_of_Release, dtype: int64
df[df['Year of Release'] == 2020]
                     Platform Year_of_Release
                                                     Genre Publisher NA Sales EU Sales
            Imagine:
df.Platform[df['Year_of_Release'] == 2008].value_counts()
     DS
             492
     Wii
             282
     PS2
             191
     X360
             146
     PS3
             138
     PSP
             100
     PC
              76
     XΒ
               1
               1
     DC
     Name: Platform, dtype: int64
df['Genre'].value_counts()
     Action
                      3370
     Sports
                      2348
     Misc
                      1750
     Role-Playing
                      1500
     Shooter
                      1323
     Adventure
                      1303
```

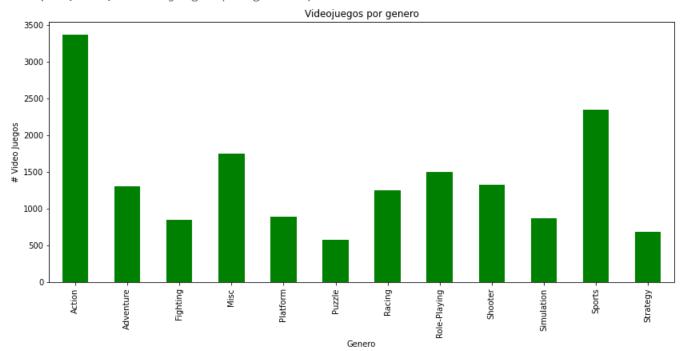
```
Racing
                    1249
    Platform
                     888
    Simulation
                     874
    Fighting
                     849
    Strategy
                     683
    Puzzle
                     580
    Name: Genre, dtype: int64
pd.unique(df['Developer'])
    array(['Nintendo', nan, 'Good Science Studio', ..., 'Big Red Software',
            'Atomic Games', 'Interchannel-Holon'], dtype=object)
df['Global Sales'].describe()
             16719.000000
    count
    mean
                 0.533543
    std
                 1.547935
    min
                 0.010000
    25%
                 0.060000
    50%
                 0.170000
    75%
                 0.470000
                82.530000
    max
    Name: Global Sales, dtype: float64
```

Graficos

```
genre = df.groupby('Genre')['Genre'].count()
genre
     Genre
     Action
                     3370
     Adventure
                     1303
     Fighting
                     849
     Misc
                     1750
     Platform
                    888
     Puzzle
                     580
     Racing
                     1249
                    1500
     Role-Playing
     Shooter
                     1323
     Simulation
                     874
     Sports
                     2348
     Strategy
                      683
     Name: Genre, dtype: int64
plt.figure(figsize=(14,6))
genre.plot(kind='bar', color='Green')
plt.xlabel('Genero')
```

```
plt.ylabel('# Video Juegos')
plt.title('Videojuegos por genero')
```

Text(0.5, 1.0, 'Videojuegos por genero')



```
df['Year'] = df.Year_of_Release.astype(int,errors='ignore')

Sales = df.groupby('Year')['Global_Sales'].sum()
Sales.head(20)
```

11.38
35.77
28.86
16.79
50.36
53.94
37.07
21.74
47.22
73.45
49.39
32.23
76.17
45.98
79.18
88.11
199.15
200.98
256.45

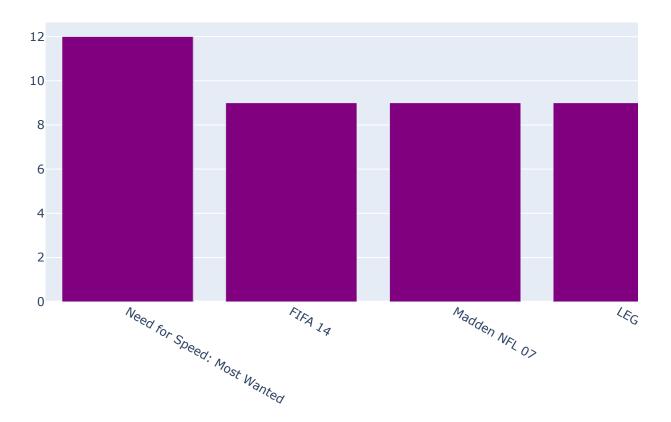
```
1999.0
              251.25
     2000.0
              201.58
     2001.0
              331.47
              395.51
     2002.0
     2003.0
             357.80
     2004.0
            413.75
     2005.0
              456.88
     2006.0
              518.22
             604.16
     2007.0
            671.79
     2008.0
     2009.0
             658.88
              590.43
     2010.0
     Name: Global_Sales, dtype: float64
Years = [1980, 1985, 1990, 1995, 2000, 2005, 2010]
Sales Years = df.query('Year in @Years ')
Sales_Years_.head(5)
Sales_2 = Sales_Years_.groupby('Year')['Global_Sales'].sum()
Sales 2.head(20)
     Year
     1980.0
              11.38
     1985.0
              53.94
              49.39
     1990.0
     1995.0
              88.11
     2000.0
            201.58
     2005.0
             456.88
     2010.0
              590.43
     Name: Global Sales, dtype: float64
plt.figure(figsize=(14,6))
Sales.plot(style='--',color = 'black', marker = 'o')
plt.ylabel('Ventas Video Juegos')
plt.title('Crecimiento Videojuegos')
plt.xlabel("Años", fontsize=15);
```



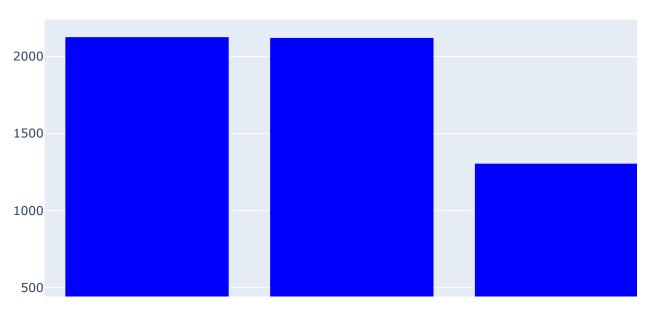
Dev

```
1
co(df["Name"].tolist()).most common(8)
     [('Need for Speed: Most Wanted', 12),
      ('FIFA 14', 9),
      ('Madden NFL 07', 9),
      ('LEGO Marvel Super Heroes', 9),
      ('Ratatouille', 9),
      ('FIFA Soccer 13', 8),
      ('FIFA 15', 8),
      ('LEGO Star Wars II: The Original Trilogy', 8)]
co(df["Platform"].tolist()).most common(8)
     [('PS2', 2161),
      ('DS', 2152),
      ('PS3', 1331),
      ('Wii', 1320),
      ('X360', 1262),
      ('PSP', 1209),
      ('PS', 1197),
      ('PC', 974)]
game = co(df['Name'].tolist()).most_common(10)
x = [x[0] \text{ for } x \text{ in game}]
y = [x[1] \text{ for } x \text{ in game}]
fig = gro.Bar(x = x,
             marker = dict(color = 'Purple'))
layout = gro.Layout()
fig = gro.Figure(data = fig, layout = layout)
fig.update layout(title text='Juegos mas repetidos')
fig.show()
```

Juegos mas repetidos



Plataformas con mas juegos



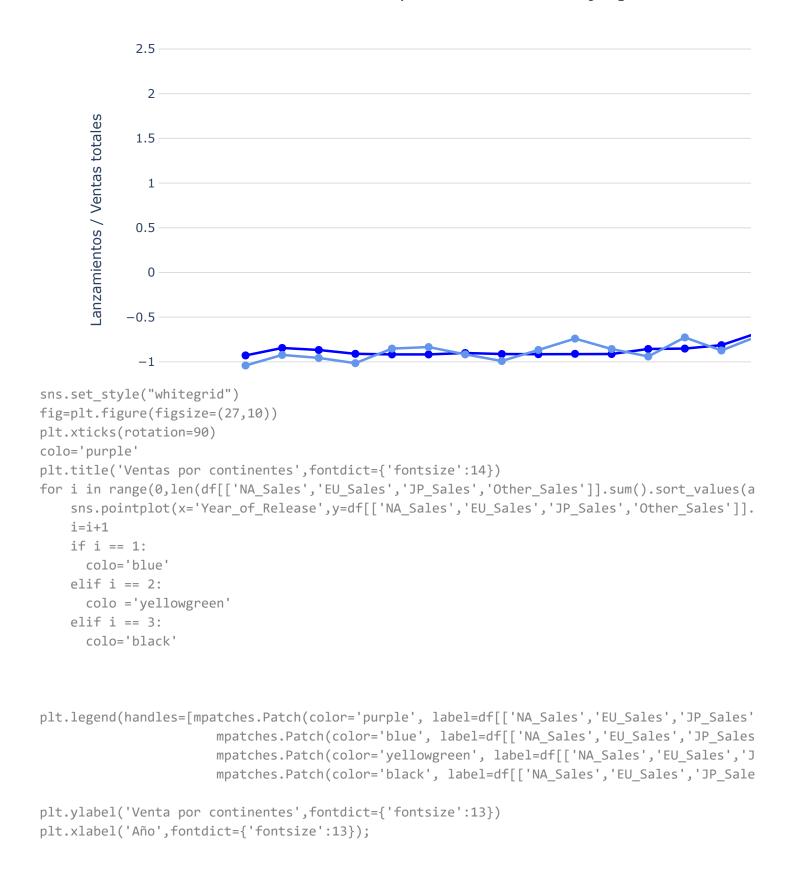
plt.style.use("seaborn")

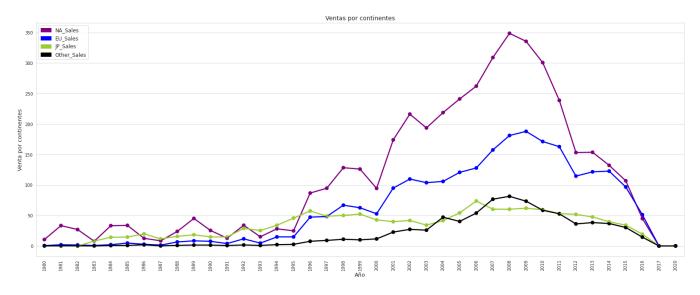
```
fig, ax = plt.subplots(figsize=(15,8))
sns.histplot(df["Year_of_Release"], color="darkgreen", kde=True, bins=25)
plt.title("Games Published Anually", fontsize=18, y=1.02)
ax.set_xlabel("Year",fontsize=15);
```

Games Published Anually

```
2500
sc = StandardScaler()
Year Sales = df.groupby(df['Year']).apply(lambda x: pd.Series({
                  : x['Name'].count(),
                         : x['Global Sales'].sum()})).reset index()
    'Global Sales'
Year_Sales_2 = pd.concat([Year_Sales['Year'],pd.DataFrame(sc.fit_transform(Year_Sales[['Count
fig = gro.Figure(data=[
   gro.Scatter(
                x=Year_Sales_2['Year'],
                y=Year Sales 2['Count'],
                mode='lines+markers',
                name='Juegos Lanzados en el año',
                marker = dict(size=8),
                line=dict(color = 'blue', width=2.5),
                text=Year Sales['Count'],
                hovertemplate = '<i>Año: </i>: %{x}'
                                 '<br><i>Numero de juegos</i>: %{text}<br>'),
   gro.Scatter(
                x=Year Sales 2['Year'],
                y=Year Sales 2['Global Sales'],
                mode='lines+markers',
                name='Ventas',
                marker = dict(size=8),
                line=dict(color = '#6495ED', width=2.5),
                text = Year Sales['Global Sales'],
                hovertemplate = '<i>Año: </i>: %{x}'
                                 '<br><i>Numero de juegos</i>: %{text}<br>')
],layout=dict(legend=dict(x=0.73, y=1.15, font=dict(size=10)),legend orientation="v",title="R
            xaxis=dict(tickmode = 'linear',tickangle=-90,tickfont=dict(size=10),title="Año de
             showline=True),
            yaxis=dict(title="Lanzamientos / Ventas totales",zeroline=True,showline=True,grid
                         showgrid=True,
        zerolinecolor='#DCDCDC',
        zerolinewidth=1)
            ,plot bgcolor='white'))
fig.show()
```

Releación entre las ventas y los lanzamientos de juegos



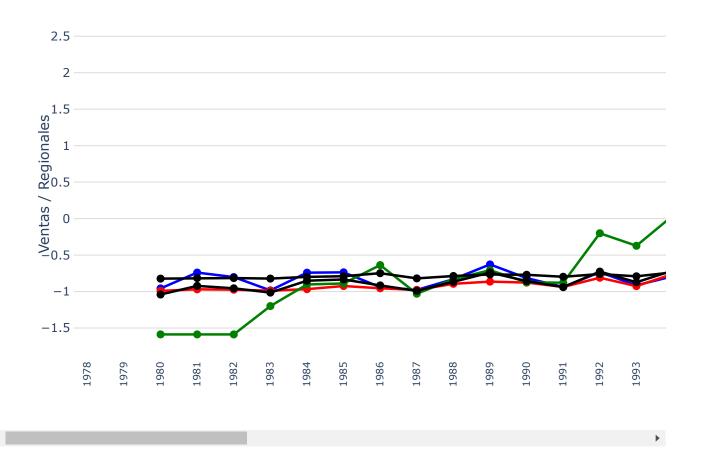


En desarrollo

```
_# Me esta dando los datos malos
sc2 = StandardScaler()
Year_Sales_Regional = df.groupby(df['Year']).apply(lambda x: pd.Series({
               : x['Name'].count(),
    'Count'
    'Global Sales'
                     : x['Global Sales'].sum(),
    'America_Sales'
                       : x['NA_Sales'].sum(),
                      : x['EU_Sales'].sum(),
    'Europe_Sales'
    'Japon_Sales'
                     : x['JP_Sales'].sum(),
    'Otras_Sales'
                       : x['Other_Sales'].sum()
   })).reset index()
Year_Sales_Regional_2 = pd.concat([Year_Sales_Regional['Year'],pd.DataFrame(
   sc.fit_transform(Year_Sales_Regional[['Count','Global_Sales','America_Sales','Europe_Sale
   columns=['Count', 'Global_Sales','America_Sales','Europe_Sales','Japon_Sales','Otras_Sale
```

```
fig2 = gro.Figure(data=[
    gro.Scatter(
                x=Year Sales Regional 2['Year'],
                v=Year Sales Regional 2['America Sales'],
                mode='lines+markers',
                name='Ventas Norte de America',
                marker = dict(size=8),
                line=dict(color = 'blue', width=2.5),
                text = Year Sales Regional['America Sales'],
                hovertemplate = '<i>Año: </i>: %{x}'
                                '<br><i>Ventas Norte de America</i>: %{text}<br>'),
    gro.Scatter(
                x=Year Sales Regional 2['Year'],
                y=Year Sales Regional 2['Europe Sales'],
                mode='lines+markers',
                name='Ventas Europa',
                marker = dict(size=8),
                line=dict(color = 'red', width=2.5),
                text = Year Sales Regional['Europe Sales'],
                hovertemplate = '<i>Año: </i>: %{x}'
                                 '<br><i>Ventas Europa</i>: %{text}<br>'),
     gro.Scatter(
                x=Year Sales Regional 2['Year'],
                y=Year Sales Regional 2['Japon Sales'],
                mode='lines+markers',
                name='Ventas Japon',
                marker = dict(size=8),
                line=dict(color = 'green', width=2.5),
                text = Year Sales Regional['Japon Sales'],
                hovertemplate = '<i>Año: </i>: %{x}'
                                '<br><i>Ventas Japon</i>: %{text}<br>'),
     gro.Scatter(
                x=Year Sales Regional 2['Year'],
                y=Year Sales Regional 2['Otras Sales'],
                mode='lines+markers',
                name='Ventas Otras',
                marker = dict(size=8),
                line=dict(color = 'black', width=2.5),
                text = Year_Sales_Regional['Otras_Sales'],
                hovertemplate = '<i>Año: </i>: %{x}'
                                '<br><i>Ventas Otras</i>: %{text}<br>'),
        gro.Scatter(
                x=Year Sales Regional 2['Year'],
                y=Year Sales Regional 2['Global Sales'],
                mode='lines+markers',
                name='Ventas Global',
                marker = dict(size=8),
                line=dict(color = 'black',width=2.5),
                text = Year Sales Regional['Global Sales'],
```

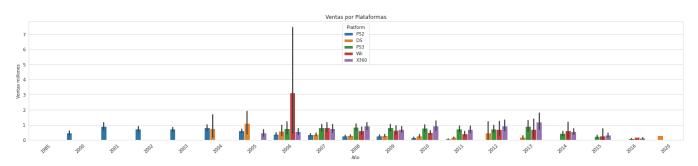
Releación entre las ventas y Regionales



Next

```
Plataformas = ['PS2', 'DS', 'PS3', 'Wii', 'X360']
Principales = df.query('Platform in @lead_platforms')
Principales.head(5)
```

	Name	Platform	Year_of_Release	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales (
0	Wii Sports	VVii	2006	Sports	Nintendo	41.36	28.96	3.77
2	Mario Kart Wii	Wii	2008	Racing	Nintendo	15.68	12.76	3.79
3	Wii Sports	Wii	2009	Sports	Nintendo	15 61	10 93	3 28



Productos de pago de Colab - Cancelar contratos

✓ 0 s completado a las 18:29