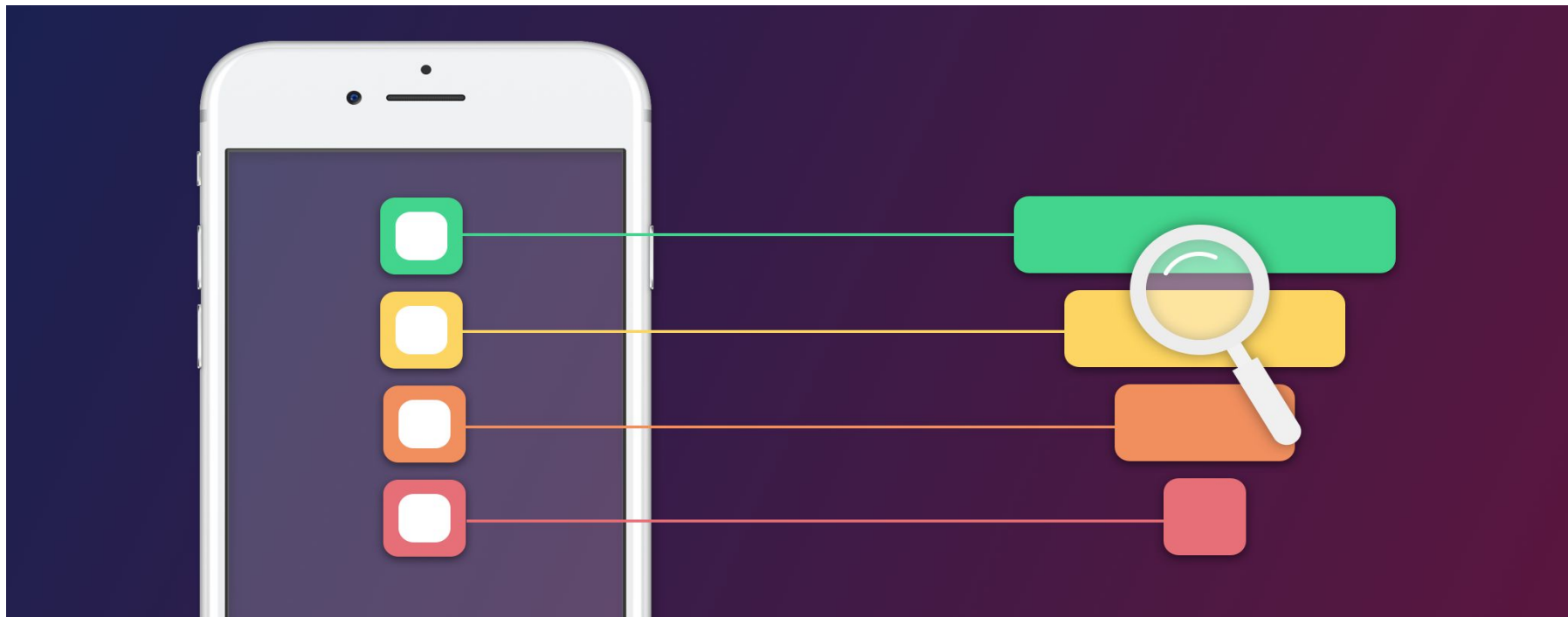


Data Analysis of Mobile Apps

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Abstract



HARDWARE REQUIREMENTS

- Processor - Pentium –III
- Speed - 1.1 Ghz
- RAM - 2 GB
- Hard Disk - 20 GB
- Floppy Drive - 1.44 MB
- Key Board - Standard Windows Keyboard
- Mouse - Two or Three Button Mouse
- Monitor - SVGA

SOFTWARE REQUIREMENTS

- Operating System : Windows /Linux
- IDE : Anaconda-Jupyter Lib

Modules

- ❖ Data Processing
- ❖ Data visualization
- ❖ Data Cleaning
- ❖ Data Processing

Data processing occurs when data is collected and translated into usable information. Usually performed by a data scientist or team of data scientists, it is important for data processing to be done correctly as not to negatively affect the end product, or data output

Modules

❖ Data visualization

Data visualization is the graphic representation of data. It involves producing images that communicate relationships among the represented data to viewers of the images. This communication is achieved through the use of a systematic mapping between graphic marks and data values in the creation of the visualization

❖ Data Cleaning

Data cleansing or data cleaning is the process of detecting and correcting corrupt or inaccurate records from a record set, table, or database and refers to identifying incomplete, incorrect, inaccurate or irrelevant parts of the data and then replacing, modifying, or deleting the dirty or coarse data

Social media Apps

Social Networking:

That is why **social networks** for **apps** are so important. **Social media** helps people establish better relationships with their family and friends, and now the **networking** sites also show their significance for **apps**. Mobile devices are gaining more and more space amongst people when compared to other ways of internet access



Free Apps

Free apps:

An app is computer software, or a program, most commonly a small, specific one used for mobile devices. The term app originally referred to any mobile or desktop application, but as more app stores have emerged to sell mobile apps to smartphone and tablet users, the term has evolved to refer to small programs that can be downloaded and installed all at once.

There are thousands of apps designed to run on today's smartphones and tablets. Some apps can be downloaded for free, while others must be purchased from an app store



Gaming Apps

Gaming is the running of specialized applications known as electronic **games** or video **games** on **game** consoles like X-box and Playstation or on personal computers (in which case the activity is known as online **gaming**). ... In its most sophisticated form, a **gaming** interface can constitute a form of virtual reality.



Reading Data to Pandas with Data Set

GoToMeeti x Data Analy x Mani-Data x Inbox (94) x Search resu x swamykani x Desktop/Mi x Data Analy x (1) WhatsA x + -

localhost:8888/notebooks/Desktop/Mani/hell/Data-Mani/Data%20Analysis-for%20Mobile%20Apps%20with%20Python.i... local search icons

Apps 1-2 sem m.tech - G... xd Imported From Fire...

jupyter Data Analysis-for Mobile Apps with Python Last Checkpoint: a day ago (unsaved changes) Logout

File Edit View Insert Cell Kernel Widgets Help Not Trusted Python 3

Run Code

importing the required data file

```
In [2]: 1 import pandas as pd
        2 def store(filename):
        3     df=pd.read_csv(filename)
        4     return df
        5 df=store("AppleStore.csv")
        6 df
```

Out[2]:

	Unnamed: 0	id	track_name	size_bytes	currency	price	rating_count_tot	rating_count_ver	user_rating	user_ra
0	1	281656475	PAC-MAN Premium	100788224	USD	3.99	21292	26	4.0	
1	2	281796108	Evernote - stay organized	158578688	USD	0.00	161065	26	4.0	
2	3	281940292	WeatherBug - Local Weather, Radar, Maps, Alerts	100524032	USD	0.00	188583	2822	3.5	

eBay: Best

Type here to search 11:37 AM 7/29/2020

Case-1&2

Problem 1: Calculate the average rating for free apps

Test Cases:

1. Average rating for free apps is 3.3767258382642997

Problem 2: Calculate the average rating for non-free apps

Test Cases:

1. Average rating for non-free apps is 3.720948742438714

Case-3

Problem 3: Calculate the average rating of Gaming and Non-Gaming apps

Test Cases:

1. Average rating of Gaming is 3.6850077679958573
2. Average rating of Non-Gaming is 3.343928035982009



Rating Cases

1. Categorise the dataset based on content rating into the following

- Number of apps with content rating 4+
- Number of apps with content rating 9+
- Number of apps with content rating 12+
- Number of apps with content rating 17+

Test Cases:

1. Number of apps with content rating 4+ : 4433
2. Number of apps with content rating 9+ : 987
3. Number of apps with content rating 12+ : 1155
4. Number of apps with content rating 17+ : 622

Rating Cases

