

GreedyGame: Session Calculation

1. Total Valid session are 13794
2. Total sessions are 18555
3. Total average valid sessions time is 4417371 seconds

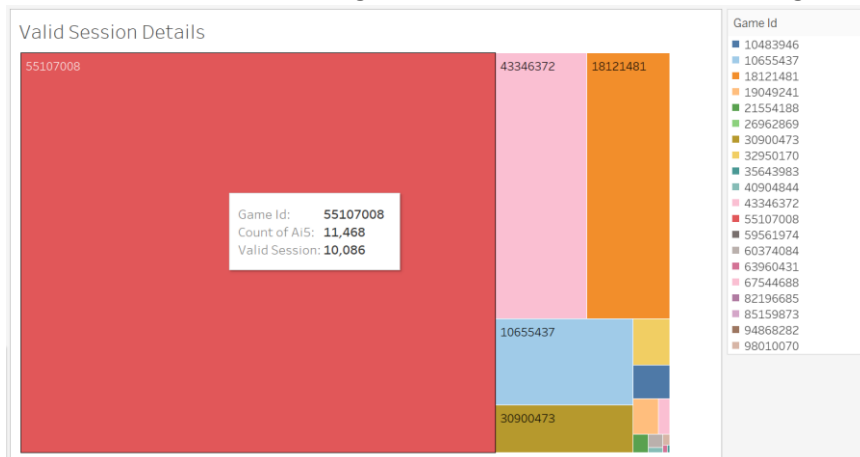
All code is done in **R** language, visualization is made in **Tableau**. First of all, I made some changes to the log file and converted into json format in order to read the data easily. After some proper formatting of data, I calculated unique number of ai5 in the data. Then for each ai5 I separated their data by ggstart and ggstop. Considering all the conditions given in the problem statement following were calculate

- Number of valid session
- Average valid session in seconds
- Number of not valid session
- Average not valid session in seconds

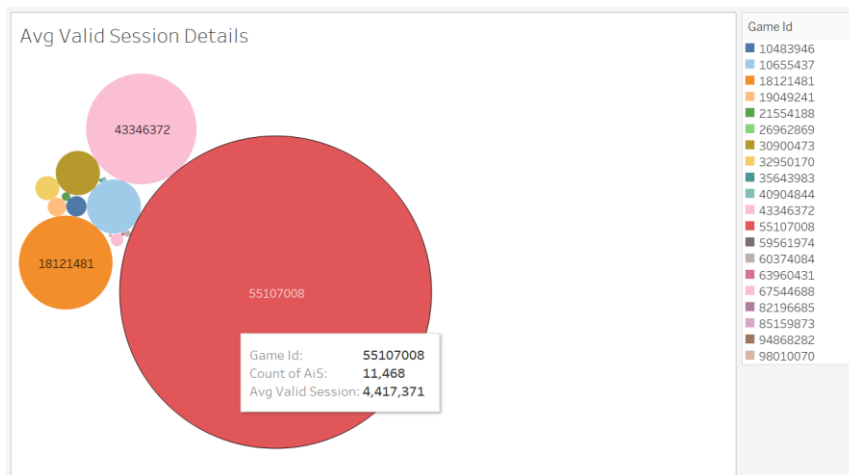
One discrepancy in the data was having multiple ggstop for the same ggstart time. A workaround to this is to keep only last ggstop call when multiple ggstop are received at a given point of time.

Some useful insights from the data obtained

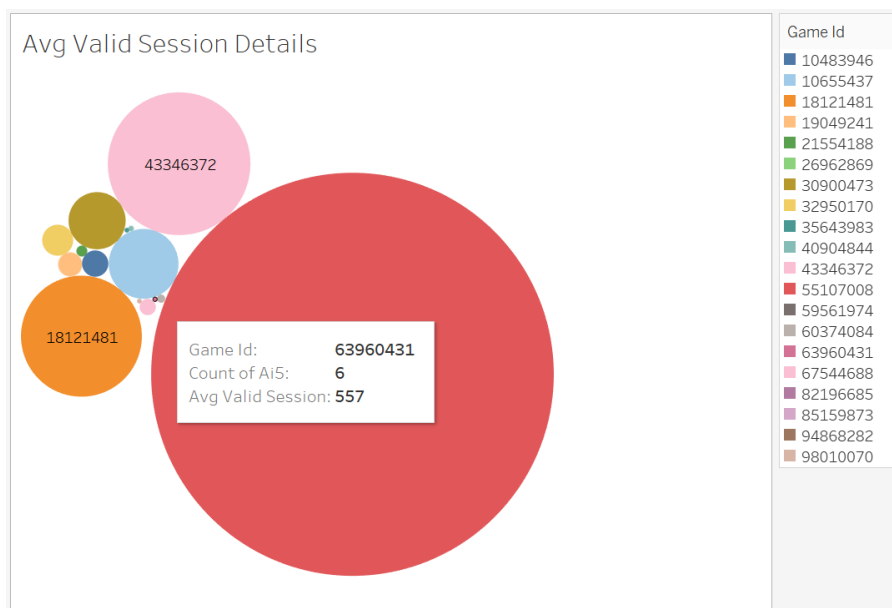
1. 52773272d56d859a201ab6e9f26c5e94ai5 has the highest valid session of 10 in the game 55107008
2. fca2c745bb5c9068744e5d82c033796a has the highest valid average session time of 3571 seconds in the game 10655437
3. Game id 55107008 has the highest valid session with 10086 among all the users.



4. Game id 55107008 has the highest average valid session of 4417371 seconds among all the users.



5. Game id 63960431 has the lowest avg valid session of 557 seconds among all the users.



6. Game id 35643983 has the lowest valid session 1 among all the users.

