

OUTPUT

FileHomeInsertDrawPage LayoutFormulasDataReviewViewHelp

Tell me what you want to do

Paste

Clipboard

Calibri11

Font

Wrap Text

Merge & Center

Alignment

General

%

Number

Conditional Formatting

Format as Table

Cell Styles

Styles

Insert

Delete

Format

Cells

Sort & Find & Filter & Select

Editing

N8

Rank

Name

Platform

Year

Genre

Publisher

NA_Sales

EU_Sales

JP_Sales

Other_Sales

Global_Sales

1

Wii Sport:Wii

2006

Sports

Nintendo

41.49

29.02

3.77

8.46

82.74

2

Super Ma NES

1985

Platform

Nintendo

29.08

3.58

6.81

0.77

40.24

3

Mario Kar Wii

2008

Racing

Nintendo

15.85

12.88

3.79

3.31

35.82

4

Wii Sport:Wii

2009

Sports

Nintendo

15.75

11.01

3.28

2.96

33

5

Pokemon GB

1996

Role-Play

Nintendo

11.27

8.89

10.22

1

31.37

6

Tetris

GB

1989

Puzzle

Nintendo

23.2

2.26

4.22

0.58

30.26

7

New Supe DS

2006

Platform

Nintendo

11.38

9.23

6.5

2.9

30.01

8

Wii Play Wii

2006

Misc

Nintendo

14.03

9.2

2.93

2.85

29.02

9

New Supe Wii

2009

Platform

Nintendo

14.59

7.06

4.7

2.26

28.62

10

Duck Hun NES

1984

Shooter

Nintendo

26.93

0.63

0.28

0.47

28.31

11

Nintendo DS

2005

Simulatio

Nintendo

9.07

11

1.93

2.75

24.76

12

Mario Kar DS

2005

Racing

Nintendo

9.81

7.57

4.13

1.92

23.42

13

Pokemon GB

1999

Role-Play

Nintendo

9

6.18

7.2

0.71

23.1

14

Wii Fit Wii

2007

Sports

Nintendo

8.94

8.03

3.6

2.15

22.72

15

Wii Fit Pl Wii

2009

Sports

Nintendo

9.09

8.59

2.53

1.79

22

16

Kinect Ad X360

2010

Misc

Microsoft

14.97

4.94

0.24

1.67

21.82

17

Grand Thi PS3

2013

Action

Take-Two

7.01

9.27

0.97

4.14

21.4

18

Grand Thi PS2

2004

Action

Take-Two

9.43

0.4

0.41

10.57

20.81

19

Super Ma SNES

1990

Platform

Nintendo

12.78

3.75

3.54

0.55

20.61

20

Brain Age DS

2005

Misc

Nintendo

4.75

9.26

4.16

2.05

20.22

21

Pokemon DS

2006

Role-Play

Nintendo

6.42

4.52

6.04

1.37

18.36

22

Super Ma GB

1989

Platform

Nintendo

10.83

2.71

4.18

0.42

18.14

23

Super Ma NES

1988

Platform

Nintendo

9.54

3.44

3.84

0.46

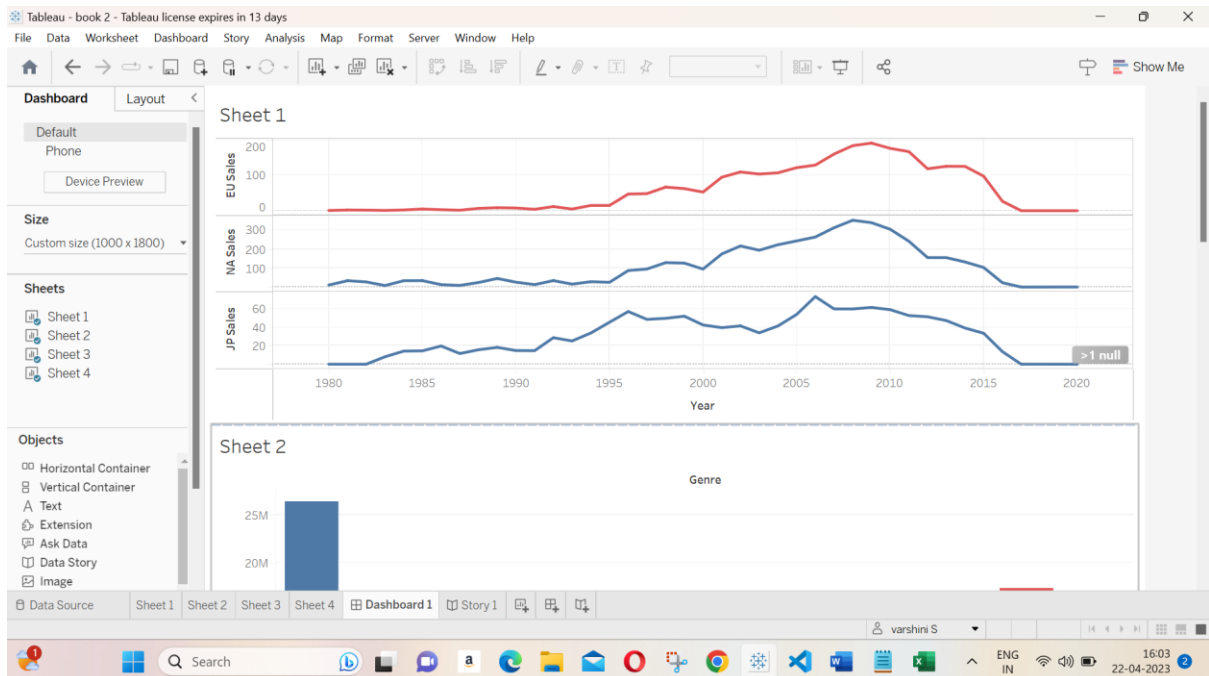
17.78

Ready

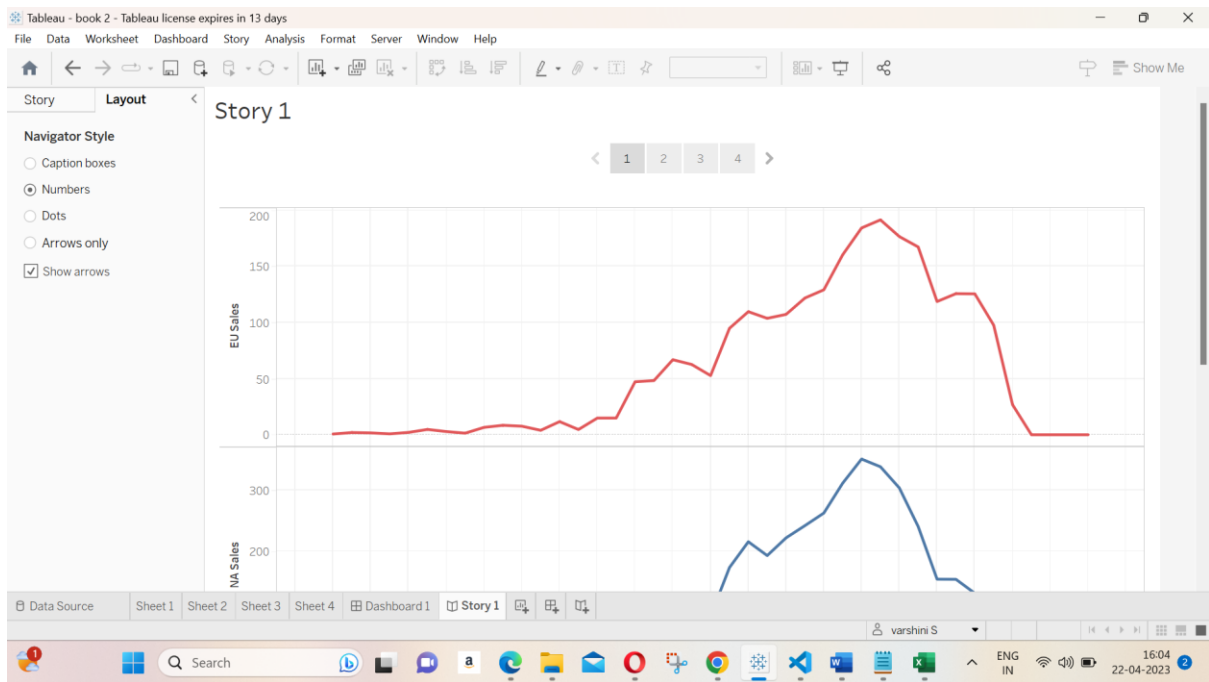
Accessibility: Unavailable

<

DASHBOARD



STORY



VISUAL STUDIO 4

VARSHINI index.html - Uncovering the Gaming Industry's Hidden Gems A Comprehensive Analysis of Video Game Sales - Visual Studio Code

```
1 <!DOCTYPE html>
2 <html lang="en">
3
4 <head>
5   <meta charset="utf-8">
6   <meta content="width=device-width, initial-scale=1.0" name="viewport">
7
8   <title>Video Games Sales Analysis</title>
9   <meta content="" name="description">
10  <meta content="" name="keywords">
11
12  <!-- Favicons -->
13  <link href="assets/img/favicon.png" rel="icon">
14  <link href="assets/img/apple-touch-icon.png" rel="apple-touch-icon">
15
16  <!-- Google Fonts -->
17  <link href="https://fonts.googleapis.com/css?family=Open+Sans:300,300i,400,400i,600,600i,700,700i|Raleway:300,300i,400,400i,500,500i,600,600i,700,700i" rel="stylesheet">
18
19  <!-- Vendor CSS Files -->
20  <link href="assets/vendor/aos/aos.css" rel="stylesheet">
21  <link href="assets/vendor/bootstrap/css/bootstrap.min.css" rel="stylesheet">
22  <link href="assets/vendor/bootstrap-icons/bootstrap-icons.css" rel="stylesheet">
23  <link href="assets/vendor/boxicons/css/boxicons.min.css" rel="stylesheet">
24  <link href="assets/vendor/glightbox/css/glightbox.min.css" rel="stylesheet">
25  <link href="assets/vendor/remixicon/remixicon.css" rel="stylesheet">
26  <link href="assets/vendor/swiper/swiper-bundle.min.css" rel="stylesheet">
27
28  <!-- Template Main CSS File -->
29  <link href="assets/css/style.css" rel="stylesheet">
30
```

Ln 2, Col 17 Spaces: 4 UTF-8 CRLF HTML

16:07 22-04-2023