

In [33]: `import pandas as pd`

```
data = pd.read_csv("C:\\Users\\HP\\Downloads\\Video Games.csv", encoding= 'unicode_escape')
```

In [5]: `data.head(10)`

Out[5]:

	index	Rank	Game Title	Platform	Year	Genre	Publisher	North America	Europe	Japan	Rest of World	Global	Review
0	0	1	Wii Sports	Wii	2006.0	Sports	Nintendo	40.43	28.39	3.77	8.54	81.12	76.28
1	1	2	Super Mario Bros.	NES	1985.0	Platform	Nintendo	29.08	3.58	6.81	0.77	40.24	91.00
2	2	3	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	14.50	12.22	3.63	3.21	33.55	82.07
3	3	4	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	14.82	10.51	3.18	3.01	31.52	82.65
4	4	5	Tetris	GB	1989.0	Puzzle	Nintendo	23.20	2.26	4.22	0.58	30.26	88.00
5	5	6	New Super Mario Bros.	DS	2006.0	Platform	Nintendo	10.85	8.87	6.48	2.88	29.08	90.00
6	6	7	Wii Play	Wii	2006.0	Misc	Nintendo	13.83	9.11	2.93	2.84	28.71	61.64
7	7	8	Duck Hunt	NES	1984.0	Shooter	Nintendo	26.93	0.63	0.28	0.47	28.31	84.00
8	8	9	New Super Mario Bros. Wii	Wii	2009.0	Platform	Nintendo	13.35	6.48	4.66	2.25	26.75	88.18
9	9	10	Nintendogs	DS	2005.0	Simulation	Nintendo	9.02	10.81	1.93	2.73	24.50	85.00

In [8]: `data.shape`

Out[8]: (1907, 13)

In [9]: `data.info()`

```
<class 'pandas.core.frame.DataFrame'>
RangeIndex: 1907 entries, 0 to 1906
Data columns (total 13 columns):
#   Column          Non-Null Count  Dtype
---  -
0   index           1907 non-null  int64
1   Rank            1907 non-null  int64
2   Game Title      1907 non-null  object
3   Platform        1907 non-null  object
4   Year            1878 non-null  float64
5   Genre           1907 non-null  object
6   Publisher       1905 non-null  object
7   North America   1907 non-null  float64
8   Europe          1907 non-null  float64
9   Japan           1907 non-null  float64
10  Rest of World   1907 non-null  float64
11  Global          1907 non-null  float64
12  Review          1907 non-null  float64
dtypes: float64(7), int64(2), object(4)
memory usage: 193.8+ KB
```

```
In [34]: data.isnull().sum()
```

```
Out[34]: index           0
Rank             0
GameTitle        0
Platform         0
Year            29
Genre            0
Publisher         2
North America    0
Europe           0
Japan            0
Rest of World    0
Global           0
Review           0
dtype: int64
```

```
In [41]: Sales = data.groupby('Year').count().sort_values('GameTitle',ascending=False).reset_index()[['Year','Global']]
Sales
```

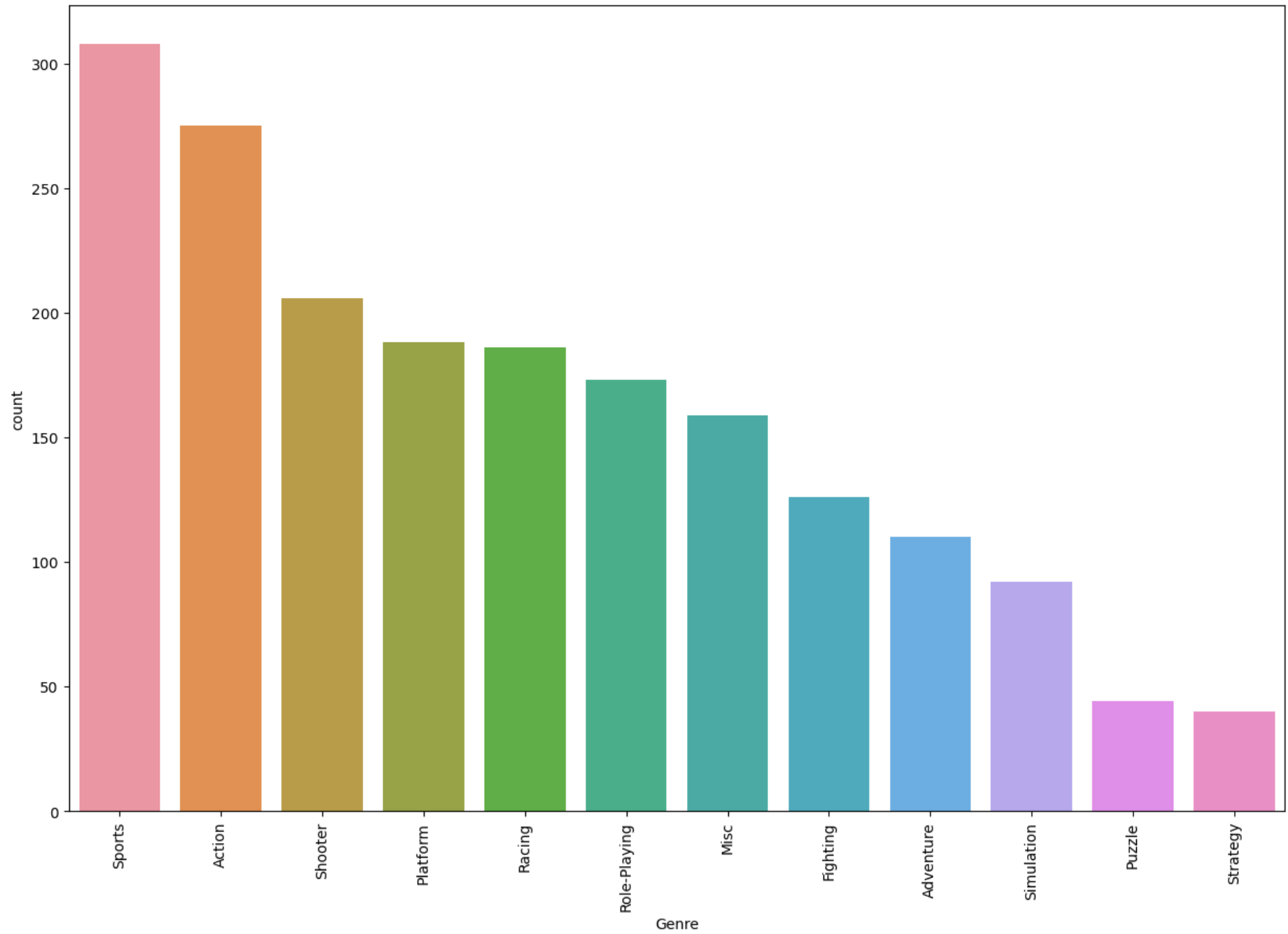
Out[41]:

	Year	Global
0	2008.0	184
1	2007.0	157
2	2009.0	131
3	2010.0	130
4	2004.0	122
5	2003.0	114
6	2002.0	110
7	2005.0	105
8	2006.0	103
9	2011.0	100
10	2001.0	91
11	1998.0	81
12	2000.0	67
13	1999.0	66
14	2012.0	60
15	1997.0	54
16	1996.0	47
17	1995.0	22
18	1994.0	21
19	1992.0	20
20	1990.0	13
21	1993.0	12
22	1986.0	12
23	1991.0	10

	Year	Global
24	1984.0	9
25	1989.0	9
26	1988.0	9
27	1987.0	7
28	1985.0	6
29	1983.0	6

```
In [21]: import matplotlib.pyplot as plt
plt.figure(figsize=(15, 10))
sns.countplot(x="Genre", data=data, order = data['Genre'].value_counts().index)
plt.xticks(rotation=90)
```

```
Out[21]: (array([ 0,  1,  2,  3,  4,  5,  6,  7,  8,  9, 10, 11]),
 [Text(0, 0, 'Sports'),
  Text(1, 0, 'Action'),
  Text(2, 0, 'Shooter'),
  Text(3, 0, 'Platform'),
  Text(4, 0, 'Racing'),
  Text(5, 0, 'Role-Playing'),
  Text(6, 0, 'Misc'),
  Text(7, 0, 'Fighting'),
  Text(8, 0, 'Adventure'),
  Text(9, 0, 'Simulation'),
  Text(10, 0, 'Puzzle'),
  Text(11, 0, 'Strategy')])
```



```
In [26]: sale_pbl = data[['Publisher', 'Global']]  
sale_pbl = sale_pbl.groupby('Publisher')['Global'].sum().sort_values(ascending=False).head(20)  
sale_pbl = pd.DataFrame(sale_pbl).reset_index()
```

```
In [27]: sale_pbl
```

Out[27]:

	Publisher	Global
0	Nintendo	1448.84
1	Electronic Arts	633.36
2	Sony Computer Entertainment	377.61
3	Activision	371.42
4	Take-Two Interactive	208.42
5	Ubisoft	196.32
6	Microsoft Game Studios	169.73
7	THQ	142.98
8	Sega	122.67
9	Capcom	114.33
10	Konami Digital Entertainment	107.67
11	Namco Bandai Games	71.69
12	Square Enix	64.59
13	LucasArts	61.11
14	Eidos Interactive	56.25
15	Atari	47.15
16	Square	38.50
17	Bethesda Softworks	37.16
18	Disney Interactive Studios	37.04
19	Warner Bros. Interactive Entertainment	34.41

```
In [35]: game = data.GameTitle.value_counts().head(20)
game
```

```
Out[35]:
```

LEGO Batman: The Videogame	6
FIFA Soccer 08	6
LEGO Indiana Jones: The Original Adventures	6
WWE SmackDown vs Raw 2008	5
Pro Evolution Soccer 2008	5
Star Wars: The Force Unleashed	5
The Simpsons Game	5
FIFA Soccer 10	5
Guitar Hero III: Legends of Rock	4
LEGO Star Wars II: The Original Trilogy	4
Call of Duty 4: Modern Warfare	4
FIFA Soccer 09	4
Call of Duty: Black Ops	4
Madden NFL 07	4
Spider-Man: The Movie	4
Madden NFL 08	4
FIFA Soccer 11	4
LEGO Star Wars: The Video Game	4
Guitar Hero 5	4
Spider-Man 2	4
Name: GameTitle, dtype: int64	

```
In [39]: game = data[['GameTitle', 'Global']]
game = game.groupby('GameTitle')['Global'].sum().sort_values(ascending=False).head(20)
game = pd.DataFrame(game).reset_index()
game
```


Out[39]:

	GameTitle	Global
0	Wii Sports	81.12
1	Super Mario Bros.	40.24
2	Tetris	35.84
3	Mario Kart Wii	33.55
4	Wii Sports Resort	31.52
5	New Super Mario Bros.	29.08
6	Wii Play	28.71
7	Call of Duty: Black Ops	28.47
8	Duck Hunt	28.31
9	Call of Duty: Modern Warfare 3	27.52
10	New Super Mario Bros. Wii	26.75
11	Nintendogs	24.50
12	Grand Theft Auto: San Andreas	23.60
13	Call of Duty: Modern Warfare 2	23.12
14	Pokémon Gold / Silver Version	23.10
15	Wii Fit	22.74
16	Call of Duty: Black Ops II	22.59
17	Mario Kart DS	22.47
18	Wii Fit Plus	21.15
19	Super Mario World	20.61