

iPhone® Games

45

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ACTIVITY

New Skills

1. Create a column chart.

Activity Overview

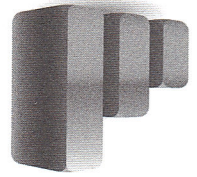
The iPhone® is a line of Internet and multimedia-enabled smartphones designed and marketed by Apple Inc. The first iPhone was introduced on January 9, 2007. An iPhone functions as a camera phone, including text messaging and visual voicemail, a portable media player, and an Internet client, with e-mail, web browsing, and Wi-Fi connectivity. Third-party applications are available from the App Store, which launched in mid-2008 and now has well over 300,000 "apps" approved by Apple. These apps have diverse functionalities, including games, reference, GPS navigation, social networking, and advertising for television shows, films, and celebrities. The following activity illustrates how spreadsheets can be used to create a bar graph to analyze the most popular iPhone® paid games downloaded.

Instructions

1. Create a NEW spreadsheet.
- * Unless otherwise stated, the font should be 10 point Arial.
2. Type the data as shown.
3. Change the font size of cell A1 to 16 point bold.
4. Format the width of column A to 30.0 and left align.
5. Format the width of column B to 14.0 and center align.
6. Bold row 3.
7. Create a column chart as follows.

NEW SKILL

- a. Select cells A3 – B13.
- b. Using the Chart Wizard, select Column for the Chart type and Clustered Column for the Chart sub-type.
- c. Set the chart to Series in Columns.
- d. Enter the chart title as "MOST POPULAR IPHONE GAMES DOWNLOADED," the title for Category (X) axis as "GAME," and the title for the value (Y) axis as "FREQUENCY."
- e. Display the legend to the right of the chart.
- f. Show no data labels.
- g. Save the chart as a new sheet. Name the new sheet IPHONE CHART.
8. Format the style and colors of the chart as follows:
 - a. Change the background color of the Chart Area to turquoise.
 - b. Change the background color of the Plot Area to yellow.



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- c. Change the colors of the bars to purple.
 - d. Format the chart title and axis titles to font size 12 point bold.
 - e. Change the text alignment of the game titles to 90 degrees.
 - f. Change the major unit of the frequency numbers to 2000000, the minor unit to 400000, and the maximum unit to 16000000.
9. When formatted, your chart should look similar to the one provided in **Figure 45-1**.
 10. Insert a header that shows:
 - a. Left Section Activity 45-Student Name
 - b. Center Section IPHONE GAMES
 - c. Right Section Current date
 11. Insert a footer that shows:
 - a. Center Section PAGE number
 12. Carefully proofread your work for accuracy.
 13. Save the spreadsheet as IPHONE GAMES.
 14. Analyze the changes made to the data in the spreadsheet.
 15. Print Preview and adjust the Page Setup so that the spreadsheet and the chart each fit on one page. Set the Page Orientation to Landscape for the chart.
 16. Print a copy of the spreadsheet and chart if required by your instructor.

INPUT DATA

	A	B	C	D
1	MOST POPULAR IPHONE GAMES DOWNLOADED			
2				
3	GAME	FREQUENCY		
4	Infinity Blade	1,000,000		
5	Planets vs. Zombies	1,200,000		
6	Gravity Guy	1,500,000		
7	Pictureka	2,000,000		
8	Fruit Ninja	2,500,000		
9	Cut the Rope	3,000,000		
10	Doodle Jump	5,000,000		
11	Bloons TD4	6,500,000		
12	Angry Birds	10,000,000		
13	Bejeweled 2 & Blitz	15,000,000		

Source: www.148apps.com

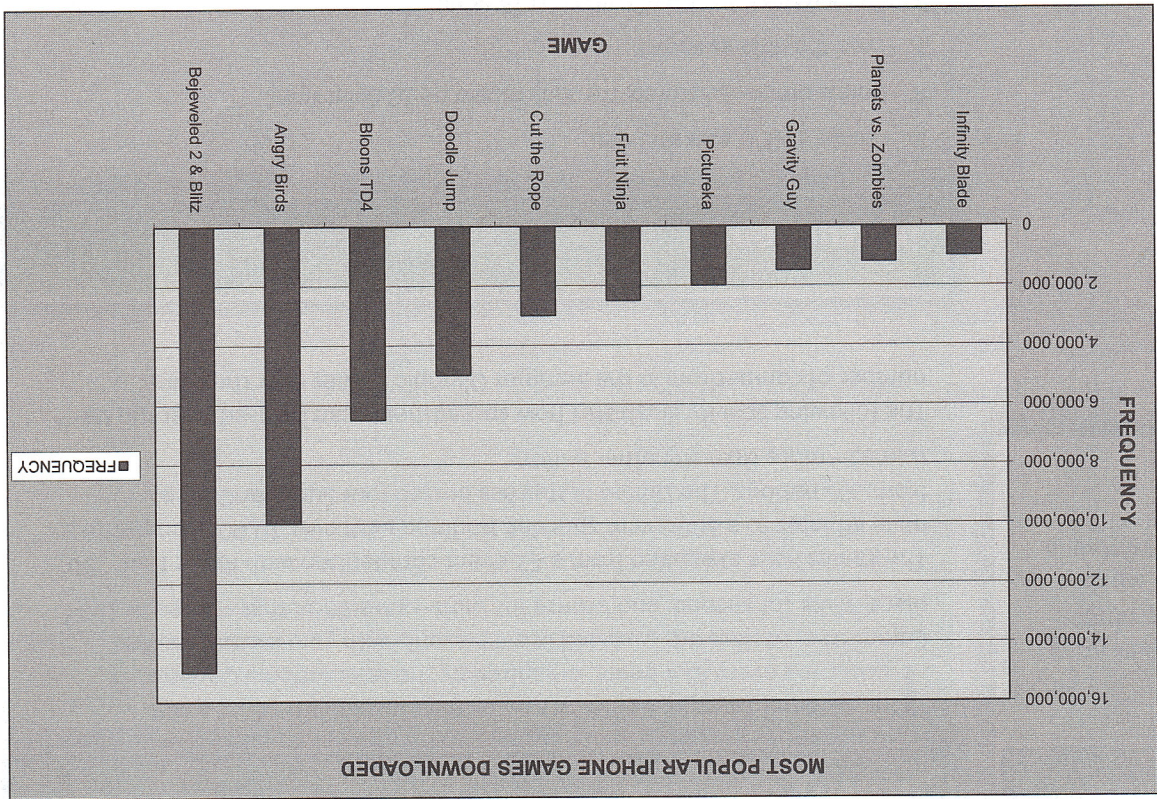


FIGURE 45-1

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