**ASSIGNMENT 5.3**

PROBLEM STATEMENT:

**1)** **Implement the use case present in below blog link and share the complete steps along with screenshot(s) from your end.**

**Link:** <https://acadgild.com/blog/pig-use-case-pokemon-data-analysis/>

Solutions:

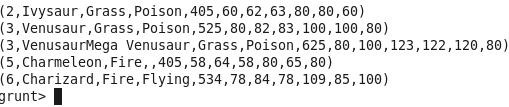
Load\_data = LOAD ‘/home/acadgild/pig/Pokémon.csv’ USING PigStorage(‘,’)AS(Sno:int,Name:chararray,Type1:chararray,Type2:chararray,Total:int,HP:int,Attack:int,Defense:int,SpAtk:int,SpDef:int,Speed:int);

1) Find the list of players that have been selected in the qualifying round (DEFENCE>55).

Query:

selected\_list = FILTER Load\_data BY Defense>55;

Output:



2) State the number of players taking part in the competition after getting selected in the qualifying round.

Query:

group\_selected\_list = Group selected\_list All;

count\_selected\_list = foreach gourp\_selected\_list GENERATE COUNT(selected\_list);

Output:

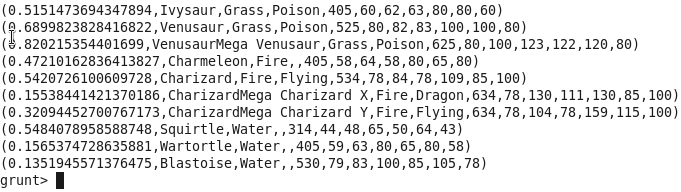


3) Using random() generate random numbers for each Pokémon on the selected list.

Query:

random\_include1 = foreach selected\_list GENERATE RANDOM(),Name,Type1,Type2,Total,HP,Attack,Defense,SpAtk,SpDef,Speed;

Output:

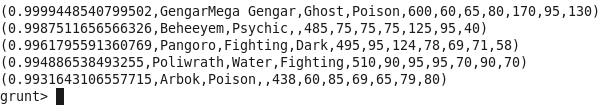


4) Arrange the new list in a descending order according to a column randomly.

Query:

random1\_descending = ORDER random\_include1 BY $0 DESC;

Output:



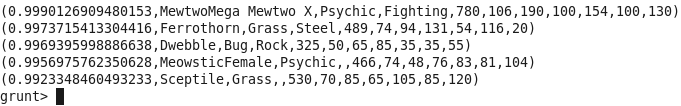
5) Now on a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.

Query:

random\_include2 = foreach selected\_list GENERATE RANDOM(),Name,Type1,Type2,Total,HP,Attack,Defense,SpAtk,SpDef,Speed;

random2\_descending = ORDER random\_include2 BY $0 DESC;

Output:



6) From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.

Query:

Player1

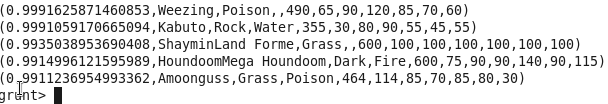
limit\_data\_random1\_descending = LIMIT random1\_desending 5 ;

Player2

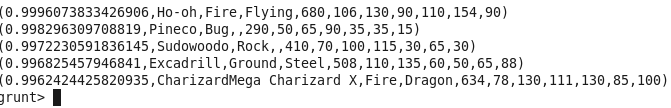
limit\_data\_random2\_descending = LIMIT random2\_desending 5 ;

Output:

Player1



Player2



7) Store the data on a local drive to announce for the final match. By the name player1 and player2 (only show the NAME and HP).

Query:

Player1:

filter\_only\_name1 = foreach limit\_data\_random1\_descending Generate ($1,HP);

Player2:

filter\_only\_name2 = foreach limit\_data\_random2\_desending Generate ($1,HP);

**For storing the files in local mode.**

Player1

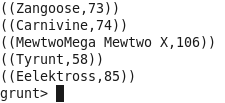
STORE limit\_data\_random1\_descending INTO ‘/home/acadgild/pig/player1.txt’;

Player2

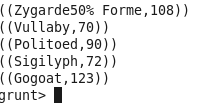
STORE limit\_data\_random2\_descending INTO ‘/home/acadgild/pig/player2.txt’;

Output:

Player1

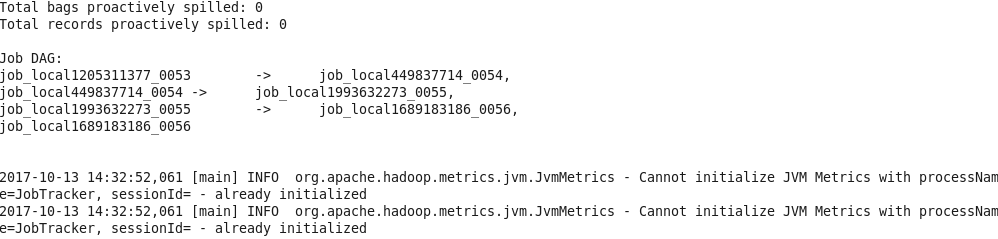


Player2



Storing the files in local mode

Player1



Player2

