**Problem Statement 1:**

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

**===============================================================**

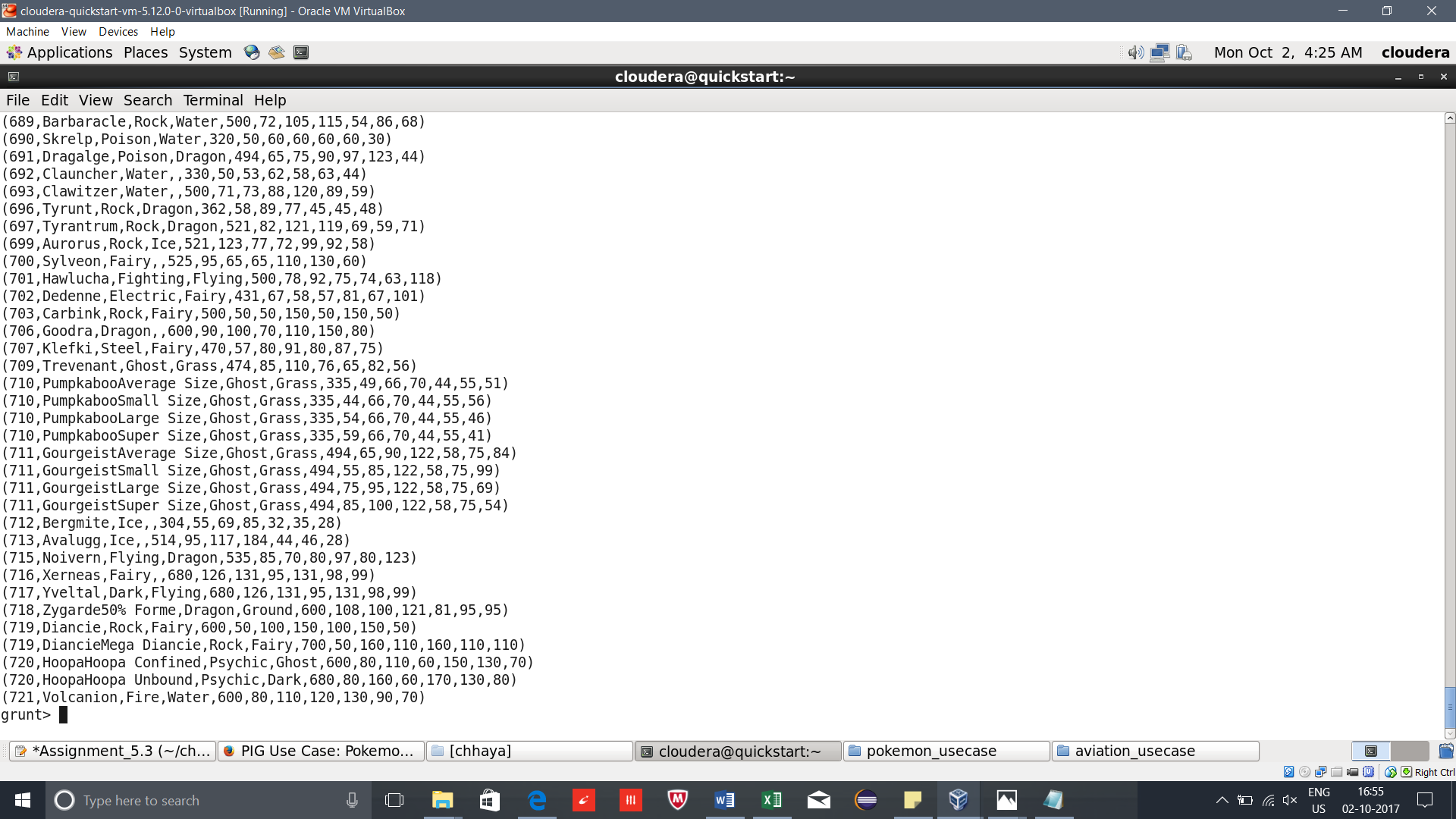
grunt> REGISTER '/home/cloudera/chhaya/pokemon\_usecase/piggybank-0.15.0.jar';

grunt> load\_data = LOAD '/home/cloudera/chhaya/pokemon\_usecase/Pokemon.csv' USING PigStorage(',') AS (Sno:int,Name:chararray,Type1:chararray,Type2:chararray,Total:int,HP:int,Attack:int,Defense:int,SpaAtk:int,SpaDef:int,Speed:int);

grunt> selected\_list = FILTER load\_data BY Defense > 55 ;

grunt> dump selected\_list ;

Output:



**===============================================================**

**Problem Statement 2 :**

grunt> group\_selected\_list = GROUP selected\_list All;

grunt> describe group\_selected\_list;

group\_selected\_list: {group: chararray,selected\_list: {(Sno: int,Name: chararray,Type1: chararray,Type2: chararray,Total: int,HP: int,Attack: int,Defense: int,SpaAtk: int,SpaDef: int,Speed: int)}}

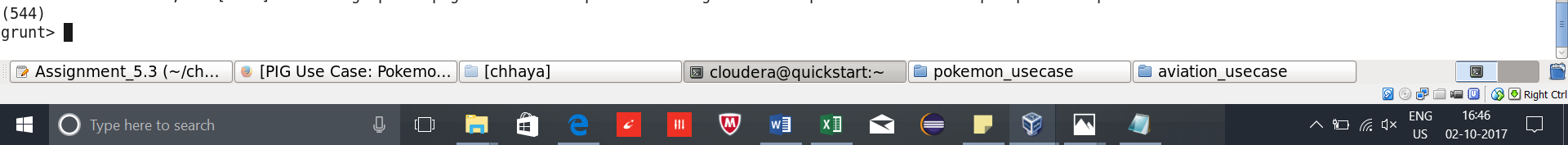
grunt> count\_group\_selected\_list = FOREACH group\_selected\_list GENERATE COUNT(selected\_list);

grunt> describe count\_group\_selected\_list ;

count\_group\_selected\_list: {long}

grunt> dump count\_group\_selected\_list;

Output:



**===============================================================**

**Problem Statement 3:**

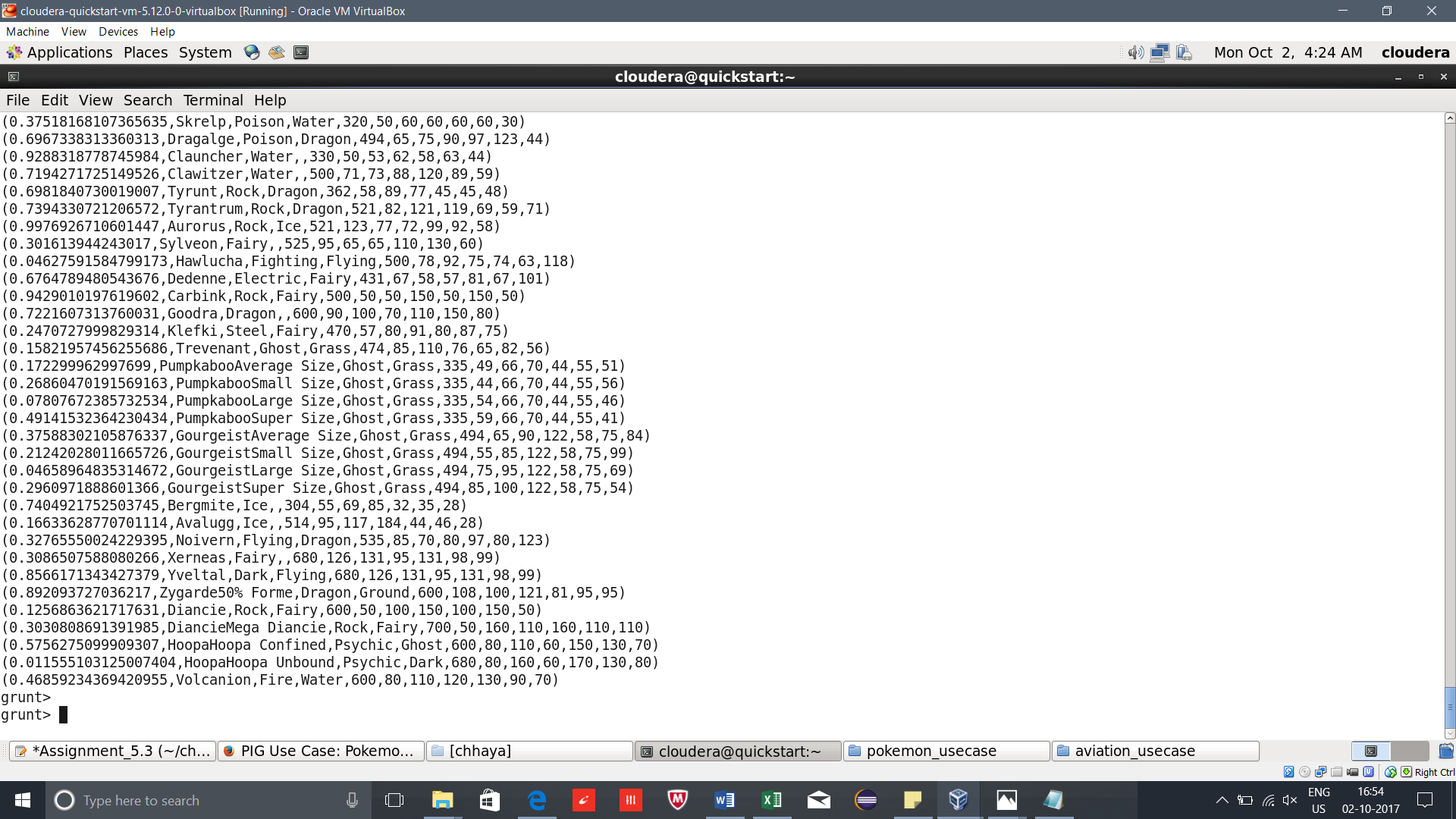
grunt> describe selected\_list;

selected\_list: {Sno: int,Name: chararray,Type1: chararray,Type2: chararray,Total: int,HP: int,Attack: int,Defense: int,SpaAtk: int,SpaDef: int,Speed: int}

grunt> random\_include1 = FOREACH selected\_list GENERATE RANDOM(),Name,Type1,Type2,Total,HP,Attack,Defense,SpaAtk,SpaDef,Speed;

grunt> DUMP random\_include1 ;

Output:



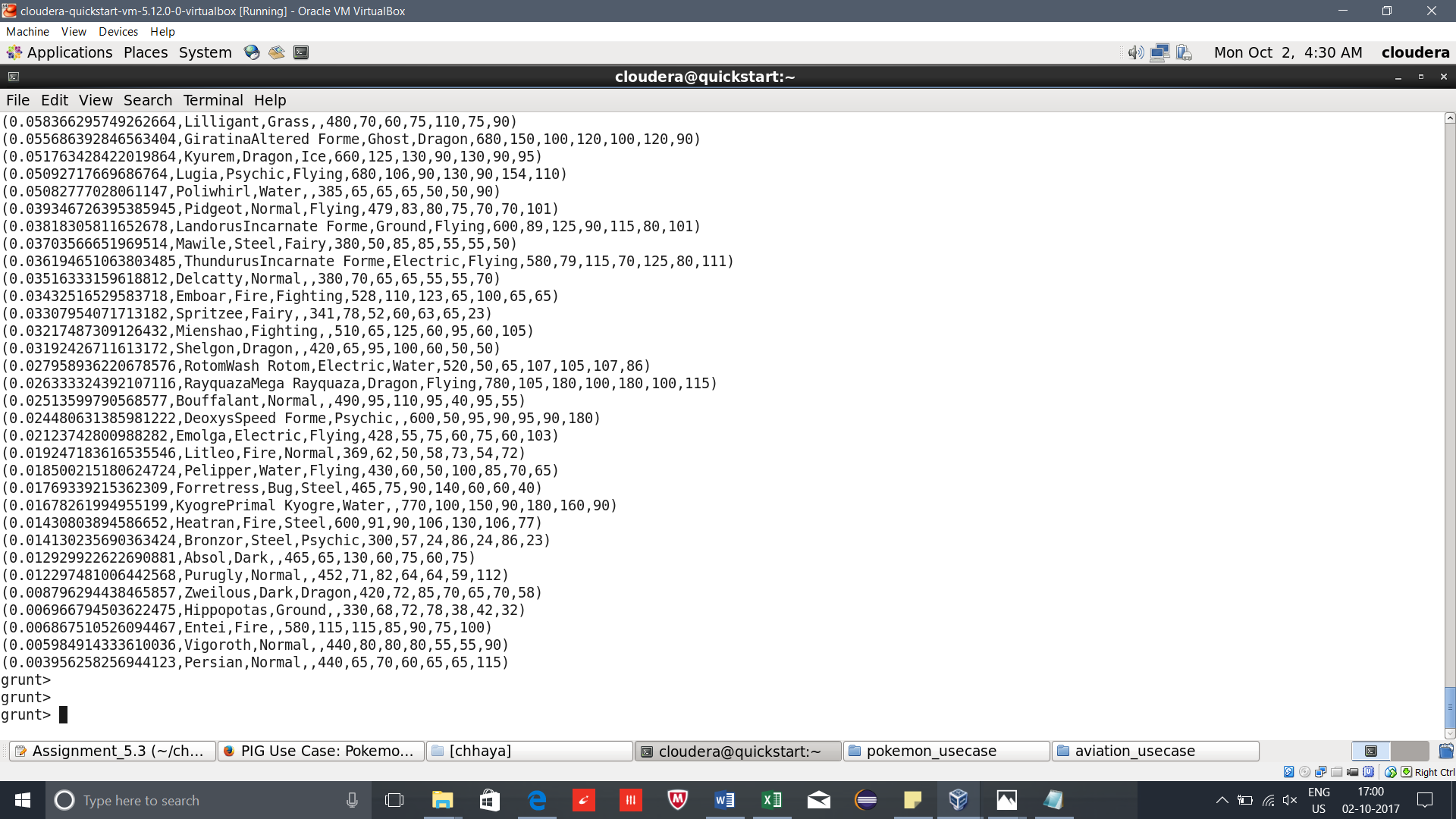
**===============================================================**

**Problem Statement 4: Arrange the new list in a descending order according to a column randomly.**

grunt> random1\_desending = ORDER random\_include1 BY $0 DESC;

grunt> DUMP random1\_desending ;

Output:



**===============================================================**

**Problem Statement 5:**

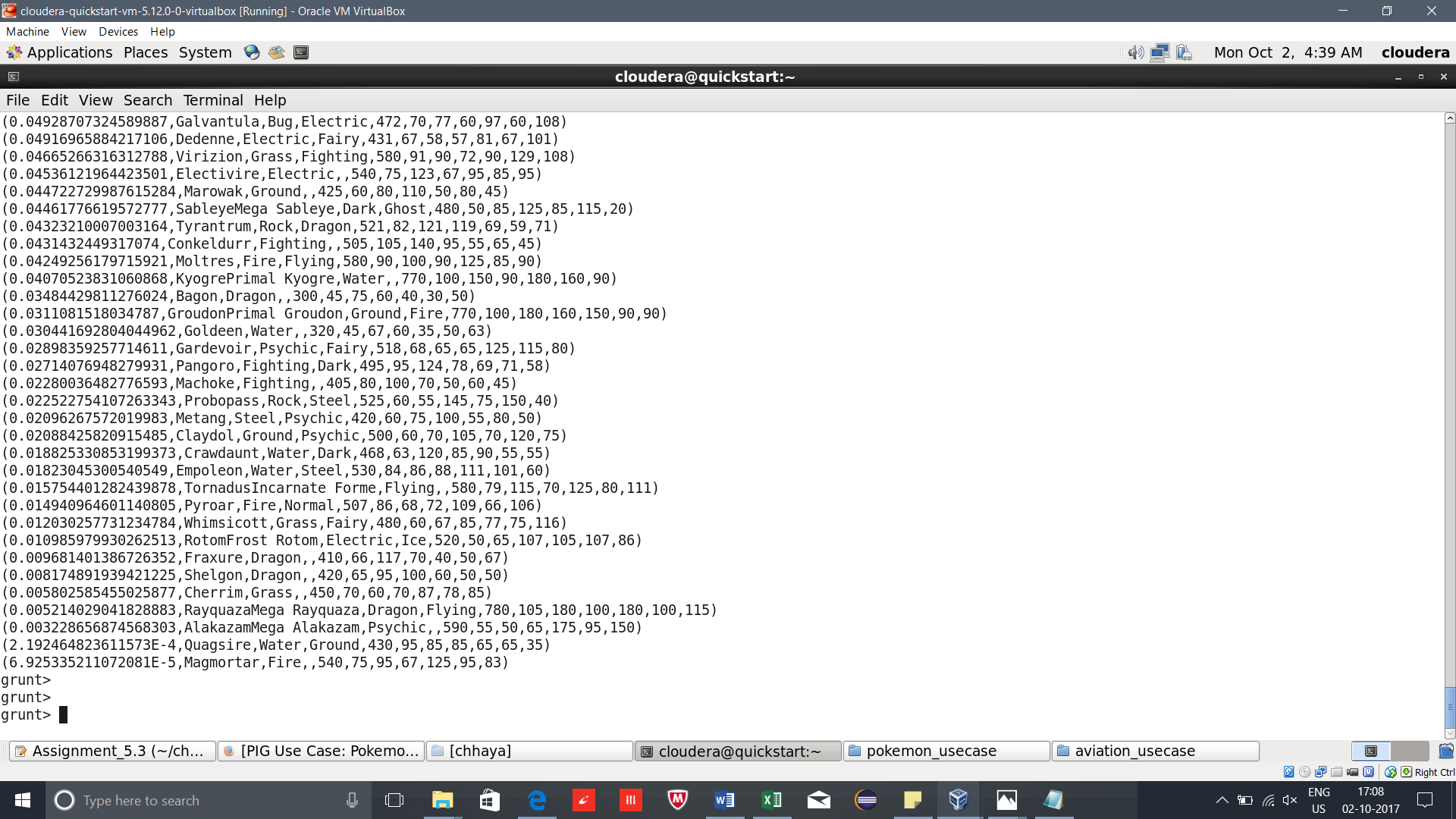
On a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.

grunt> random\_include2 = FOREACH selected\_list GENERATE RANDOM(),Name,Type1,Type2,Total,HP,Attack,Defense,SpaAtk,SpaDef,Speed;

grunt> random2\_desending = ORDER random\_include2 BY $0 DESC;

grunt> dump random2\_desending;

Output:



**===============================================================**

**Problem Statement 6:**

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

grunt> describe random1\_desending;

random1\_desending: {org.apache.pig.builtin.random\_69: double,Name: chararray,Type1: chararray,Type2: chararray,Total: int,HP: int,Attack: int,Defense: int,SpaAtk: int,SpaDef: int,Speed: int}

grunt> describe random2\_desending;

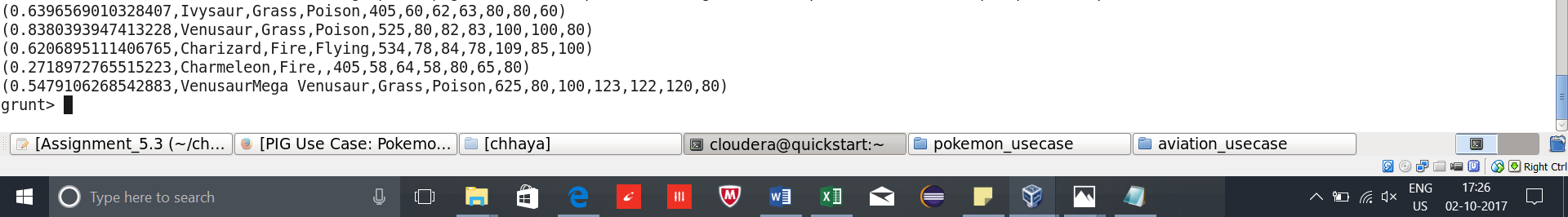
random2\_desending: {org.apache.pig.builtin.random\_76: double,Name: chararray,Type1: chararray,Type2: chararray,Total: int,HP: int,Attack: int,Defense: int,SpaAtk: int,SpaDef: int,Speed: int}

grunt> limit\_data\_random1\_desending = LIMIT random1\_desending 5;

grunt> limit\_data\_random2\_desending = LIMIT random2\_desending 5;

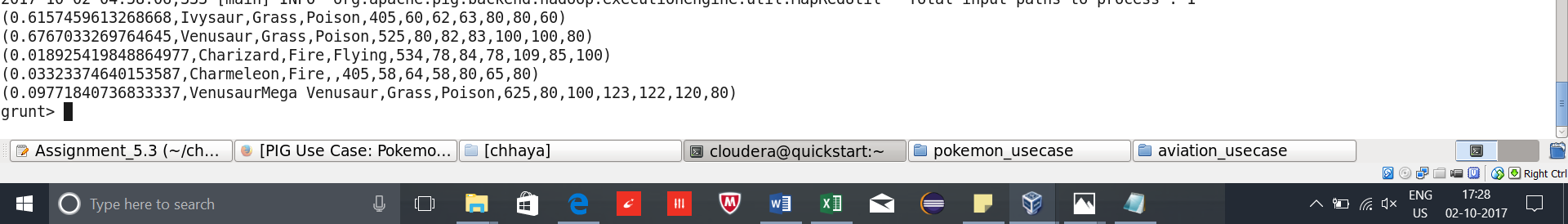
grunt> DUMP limit\_data\_random1\_desending;

Output:



grunt> DUMP limit\_data\_random2\_desending;

Output:



**===============================================================**

**Problem Statement 7:**

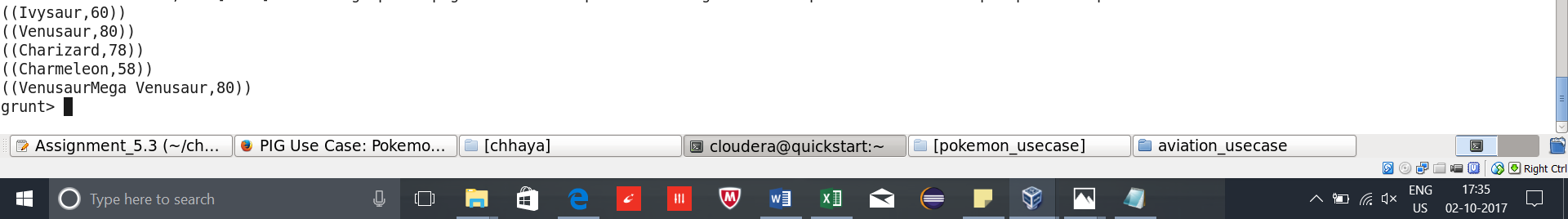
**Store the data on a local drive to announce for the final match. By the name player1 and player2 (only show the NAME and HP).**

grunt> filter\_only\_name1 = FOREACH limit\_data\_random1\_desending Generate ($1,HP);

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

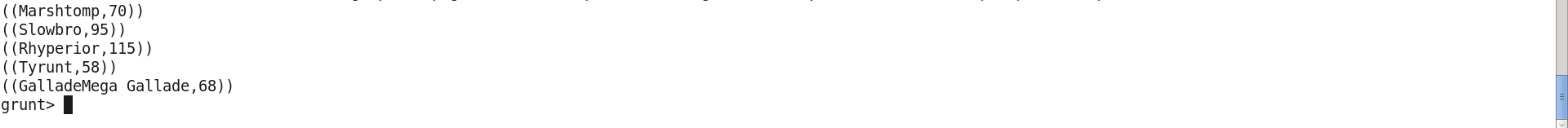
grunt> DUMP filter\_only\_name1;

Output:



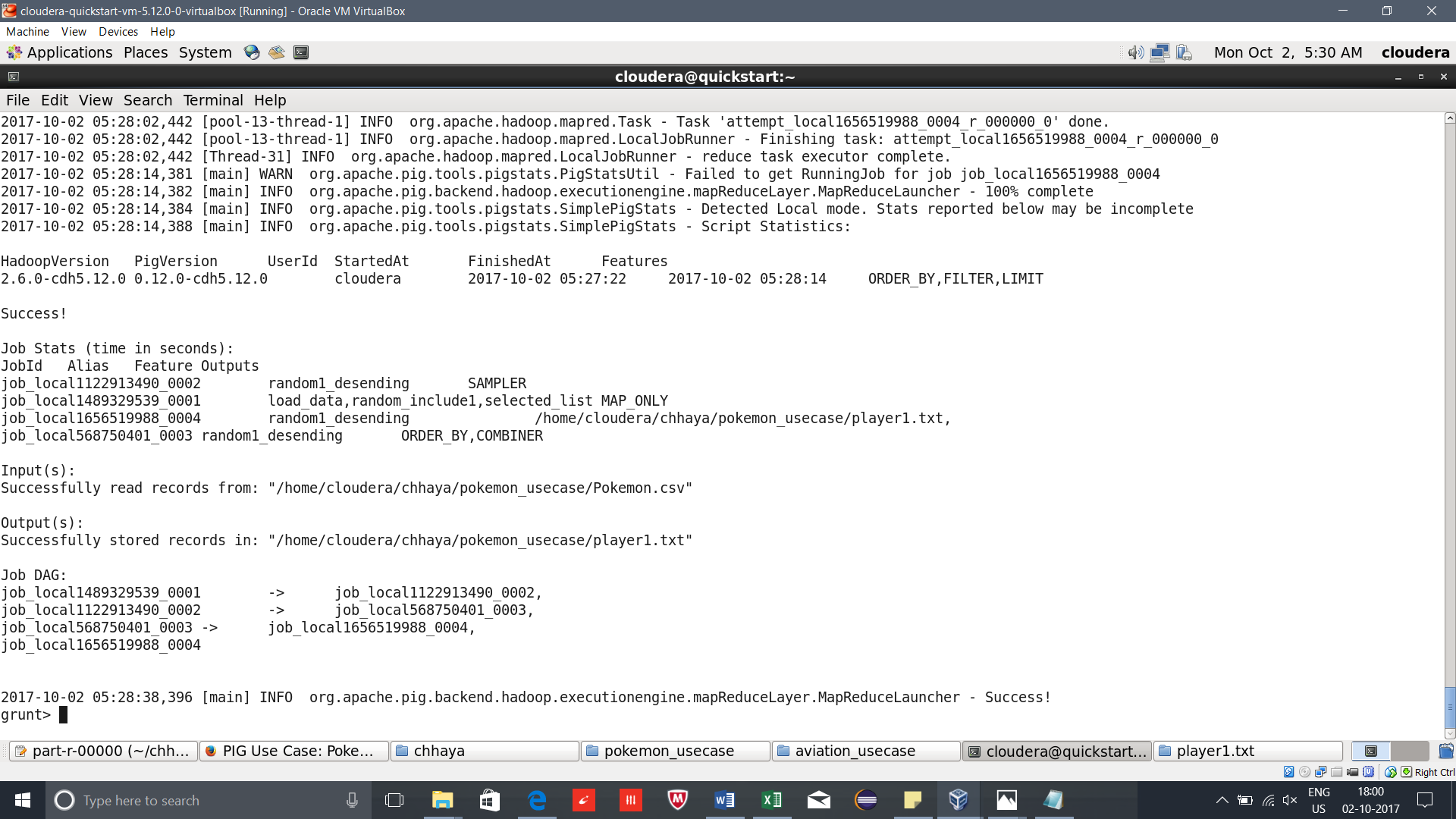
grunt> DUMP filter\_only\_name2;

Output:



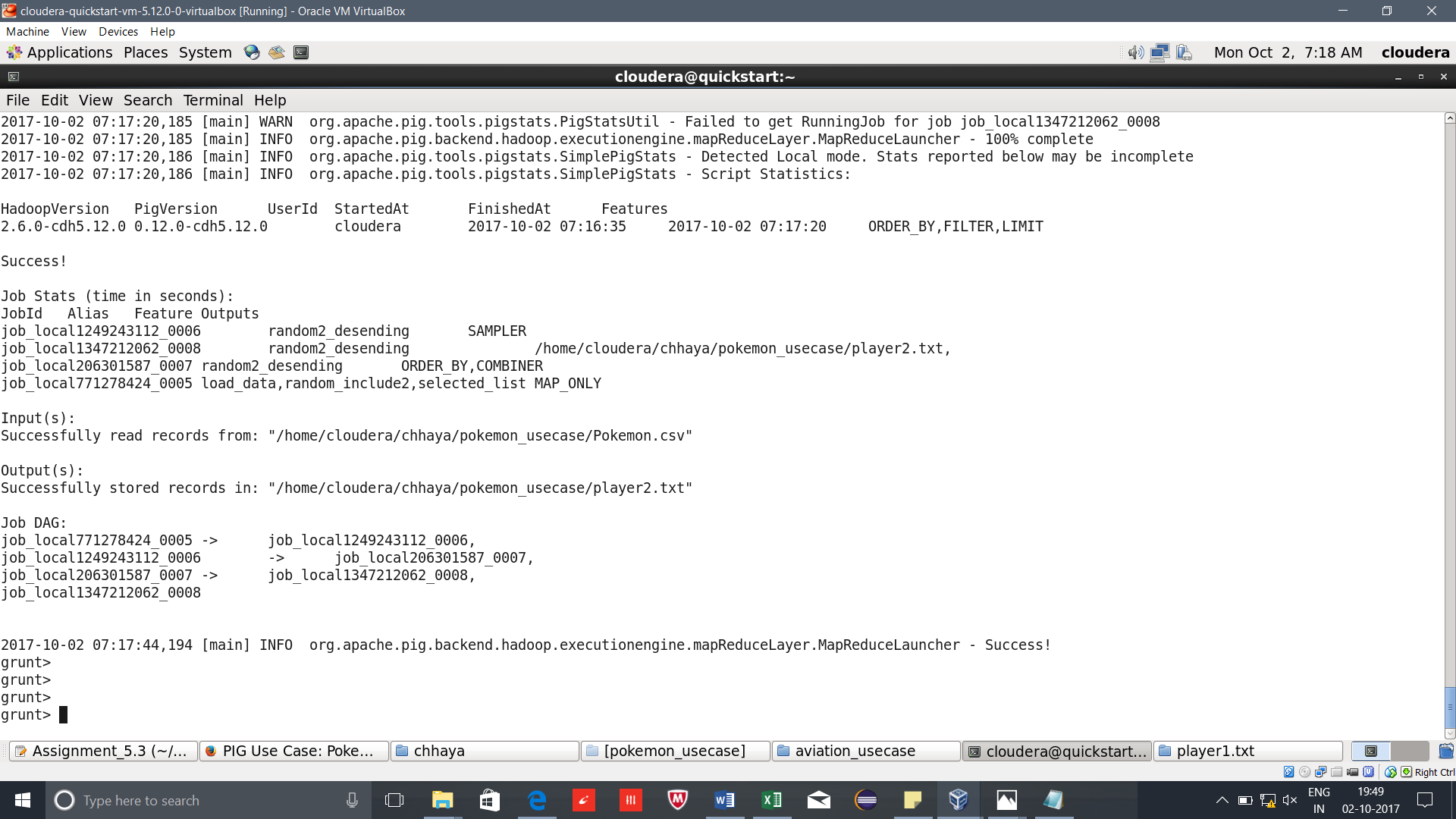
grunt> STORE limit\_data\_random1\_desending INTO '/home/cloudera/chhaya/pokemon\_usecase/player1.txt' ;

Output:



grunt> STORE limit\_data\_random2\_desending INTO '/home/cloudera/chhaya/pokemon\_usecase/player2.txt' ;

Output:



**===============================================================**