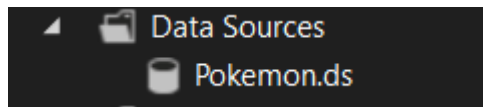


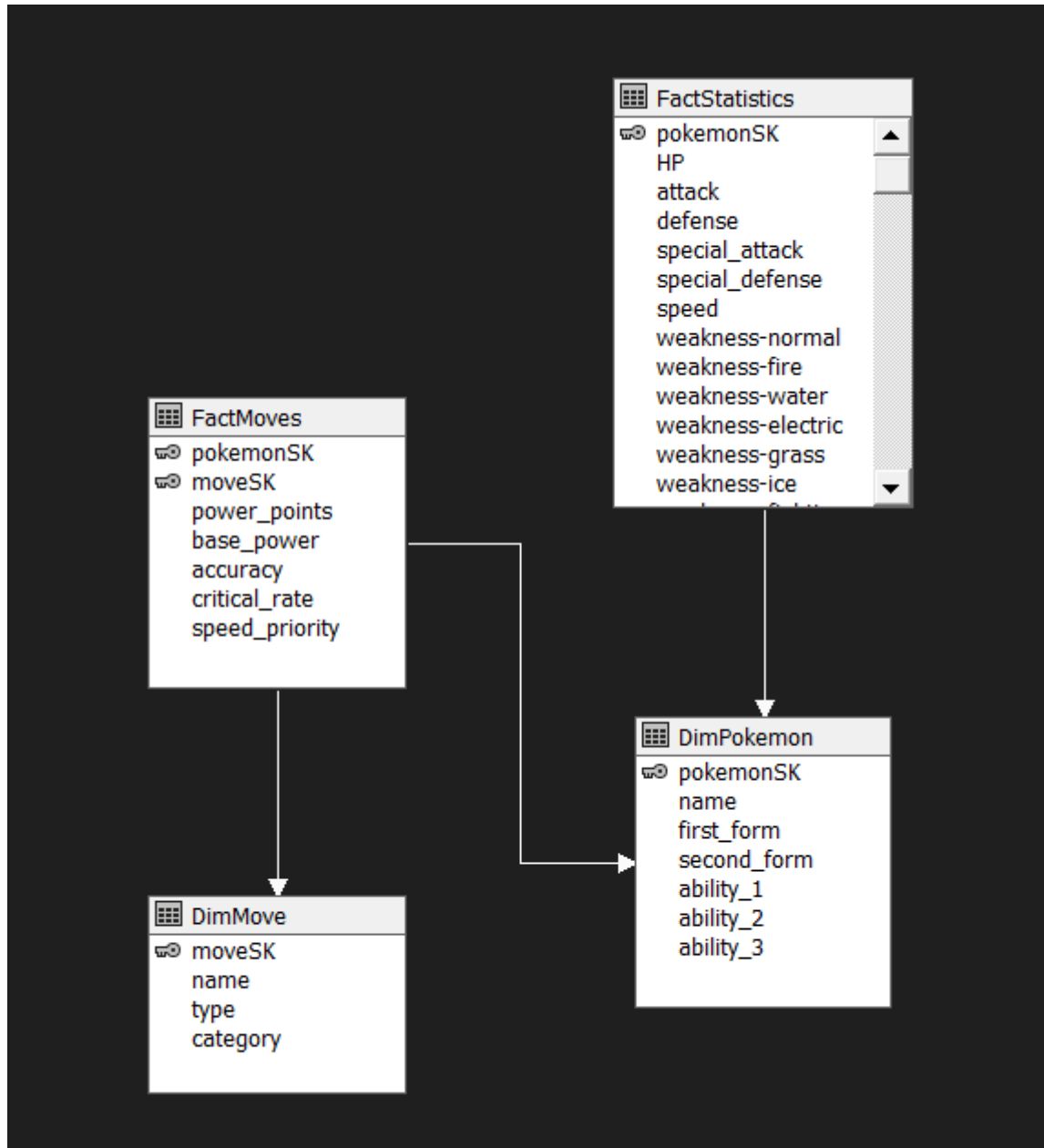
Basic Steps:

1. Defining Data Source

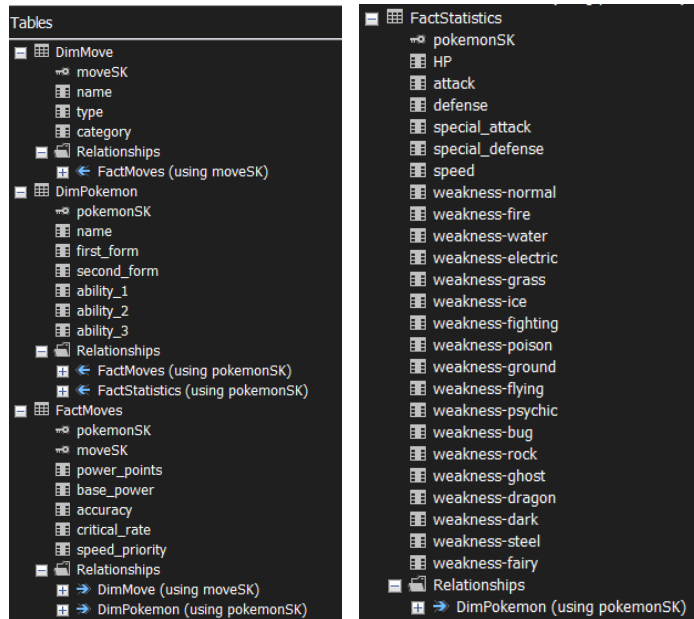


2. Creating Data View

Data View:

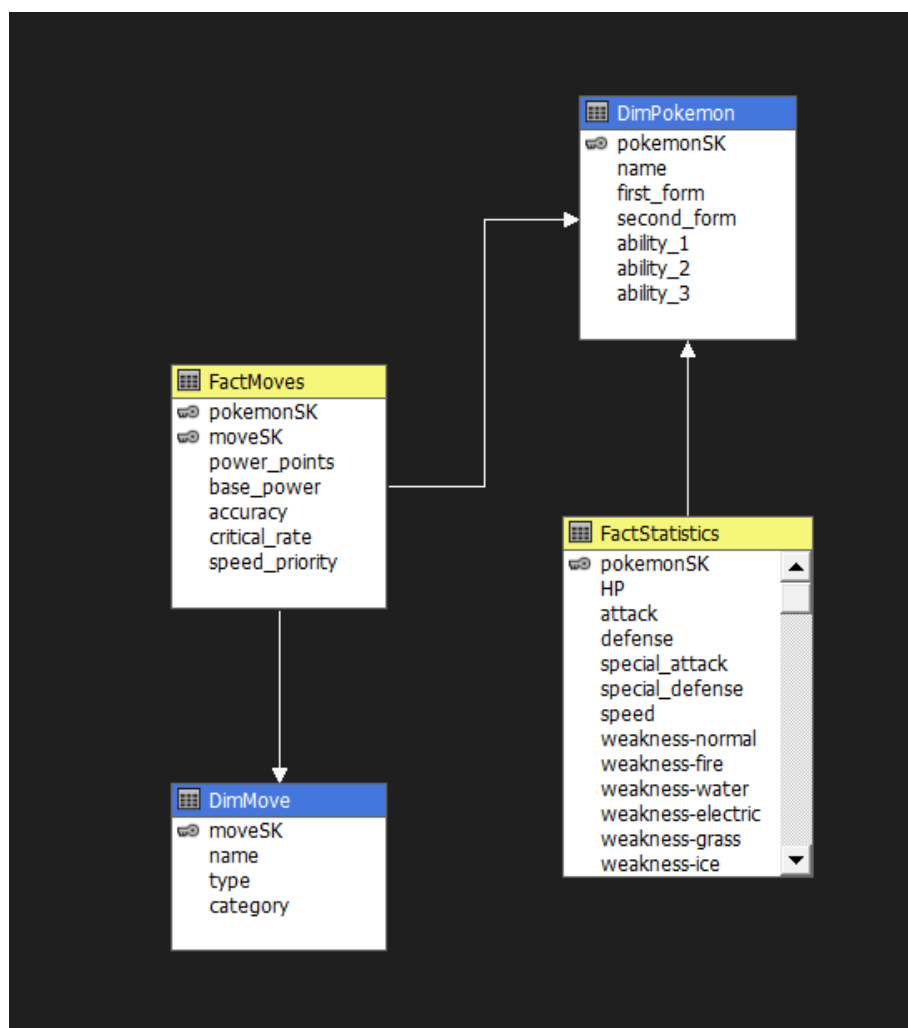


Tables structure and relationships:

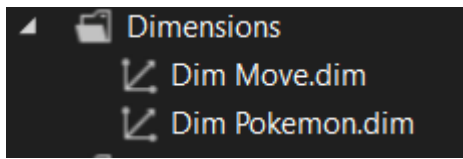


3. Creating a Cube (Dimensions and Measures):

Data Source View:



Dimensions:



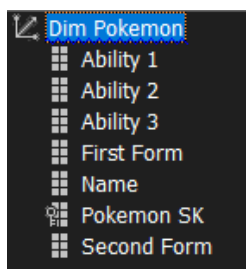
- **Dim Move:**

Attributes:

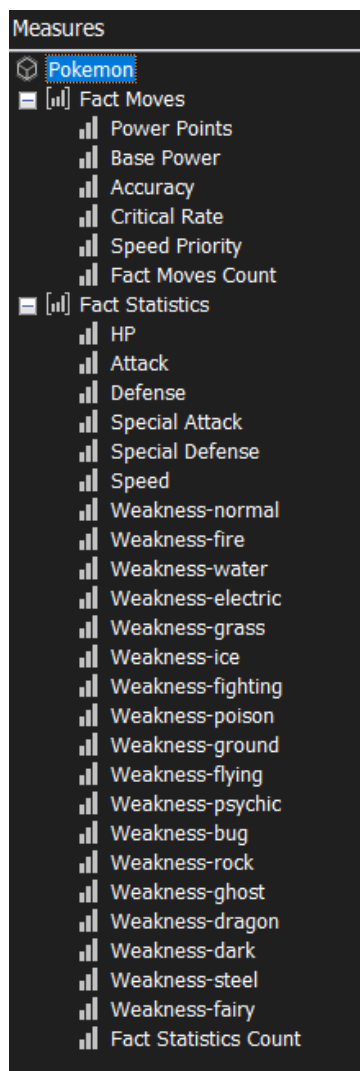


- **Dim Pokemon:**

Attributes:



Measures:



4. Processing the Cube