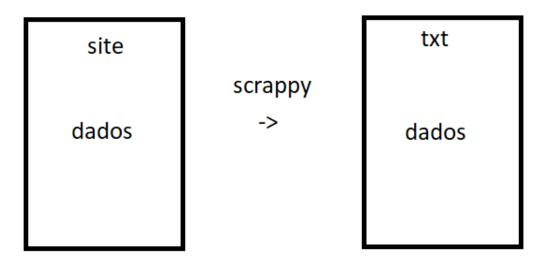
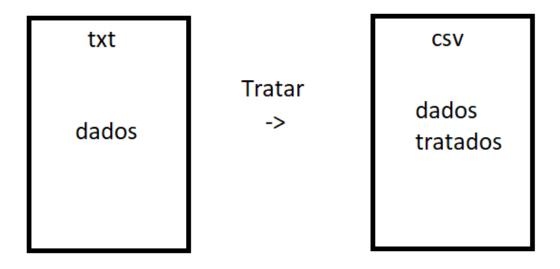
Diagrama de Planejamento

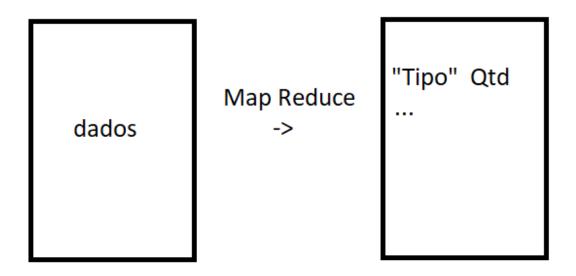
Dados do site -> pegar usando scrappy e colocando em um txt;



Txt com os dados do scrappy -> tratar os dados e colocar em um csv;



Usar Map Reduce para ver a quantidade de pokémons de cada tipo;



Dados Coletados:

```
    ≡ pokemons_info.txt × +
 1 {"numero": "#005", "nome": "Charmeleon", "proxima_evolucao": "#006", "tamanho_pes": "3'07\"",
     "tamanho_metros": "1.1m", "peso_lbs": "41.9lbs", "peso_kgs": "19kg", "tipo": ["fire"],
    "tipos_dano": [{"normal": "*1"}, {"fire": "*0.5"}, {"water": "*2"}, {"electric": "*1"},
    {"grass": "*0.5"}, {"ice": "*1"}, {"fighting": "*1"}, {"poison": "*1"}, {"ground": "*2"},
     {"flying": "*1"}, {"psychict": "*1"}, {"bug": "*0.5"}, {"rock": "*2"}, {"ghost": "*1"},
     {"dragon": "*1"}]}
 2 {"numero": "#029", "nome": "Nidoran9", "proxima_evolucao": "#030", "tamanho_pes": "1'04\"", "tamanho_metros": "0.4m", "peso_lbs": "15.4lbs", "peso_kgs": "7kg", "tipo": ["poison"],
     "tipos_dano": [{"normal": "*1"}, {"fire": "*1"}, {"water": "*1"}, {"electric": "*1"},
     {"grass": "*0.5"}, {"ice": "*1"}, {"fighting": "*0.5"}, {"poison": "*0.5"}, {"ground": "*2"},
     {"flying": "*1"}, {"psychict": "*2"}, {"bug": "*2"}, {"rock": "*1"}, {"ghost": "*1"},
     {"dragon": "*1"}]}
 3 {"numero": "#028", "nome": "Sandslash", "proxima_evolucao": "Não possui", "tamanho_pes":
     "3'03\"", "tamanho_metros": "1m", "peso_lbs": "65.0lbs", "peso_kgs": "29.5kg", "tipo":
     ["ground"], "tipos_dano": [{"normal": "*1"}, {"fire": "*1"}, {"water": "*2"}, {"electric":
     "*0"}, {"grass": "*2"}, {"ice": "*2"}, {"fighting": "*1"}, {"poison": "*0.5"}, {"ground":
     "*1"}, {"flying": "*1"}, {"psychict": "*1"}, {"bug": "*1"}, {"rock": "*0.5"}, {"ghost":
     "*1"}, {"dragon": "*1"}]}
 4 {"numero": "#027", "nome": "Sandshrew", "proxima_evolucao": "#028", "tamanho_pes": "2'00\"",
     "tamanho_metros": "0.6m", "peso_lbs": "26.5lbs", "peso_kgs": "12kg", "tipo": ["ground"],
     "tipos_dano": [{"normal": "*1"}, {"fire": "*1"}, {"water": "*2"}, {"electric": "*0"},
     {"grass": "*2"}, {"ice": "*2"}, {"fighting": "*1"}, {"poison": "*0.5"}, {"ground": "*1"},
     {"flying": "*1"}, {"psychict": "*1"}, {"bug": "*1"}, {"rock": "*0.5"}, {"ghost": "*1"},
     {"dragon": "*1"}]}
 5 {"numero": "#032", "nome": "Nidorand", "proxima_evolucao": "#033", "tamanho_pes": "1'08\"",
     tamanho_metros": "0.5m", "peso_lbs": "19.8lbs", "peso_kgs": "9kg", "tipo": ["poison"],
     "tipos_dano": [{"normal": "*1"}, {"fire": "*1"}, {"water": "*1"}, {"electric": "*1"},
     {"grass": "*0.5"}, {"ice": "*1"}, {"fighting": "*0.5"}, {"poison": "*0.5"}, {"ground": "*2"},
     {"flying": "*1"}, {"psychict": "*2"}, {"bug": "*2"}, {"rock": "*1"}, {"ghost": "*1"},
    {"dragon": "*1"}]}
```

Quantidade de Pokémons por Tipo:

Tipo do Pokémon Quantidade

```
■ mapReduce.txt × +

1 | "BUG" 12
2 "DRAGON" 3
3 "ELECTRIC" 9
4 "FIGHTING" 8
5 "FIRE" 12
6 "FLYING" 19
7 "GHOST" 3
8 "GRASS" 14
9 "ICE" 5
10 "NORMAL" 24
11 "POISON" 33
12 "PSYCHIC" 14
13 "ROCK" 11
14 "WATER" 32
```