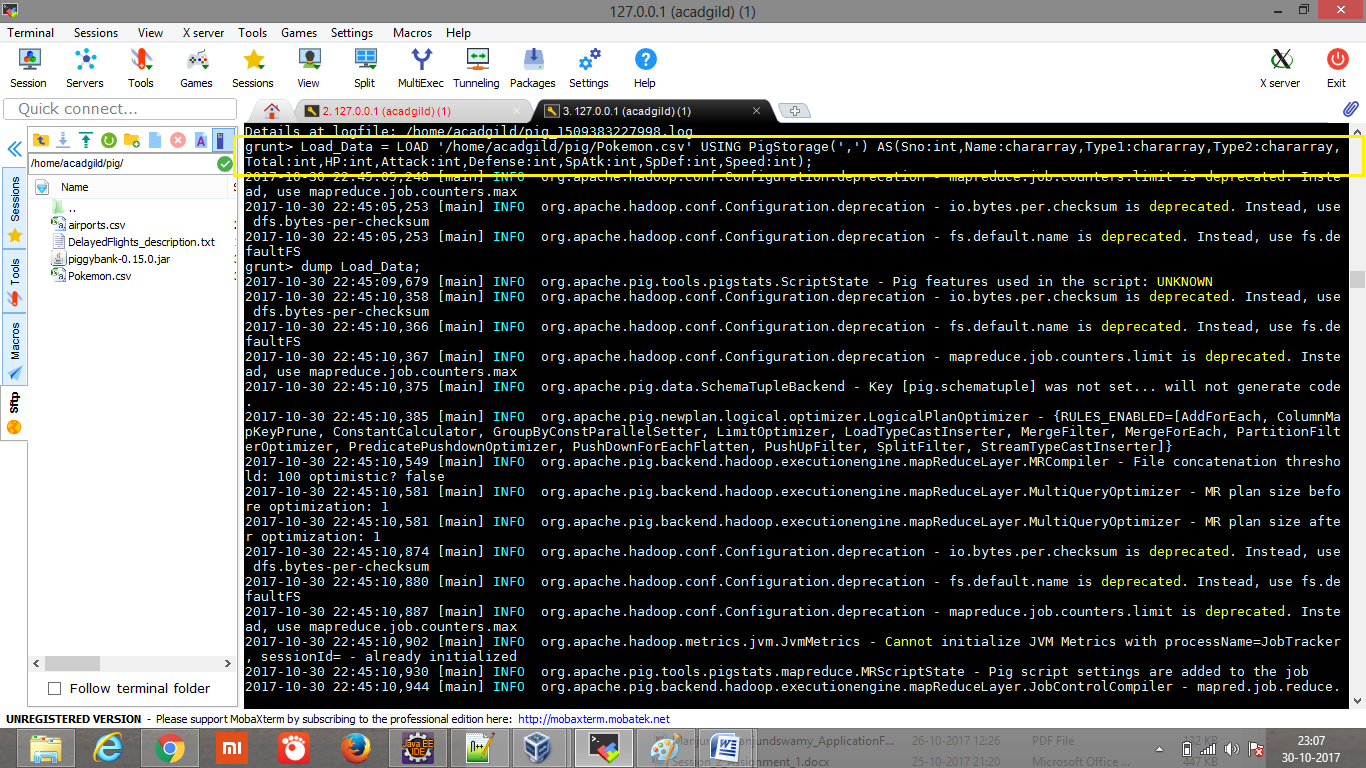
**Assignment 5.3:**

Implement the use case present in below blog link and share the complete steps along with

screenshot(s) from your end.

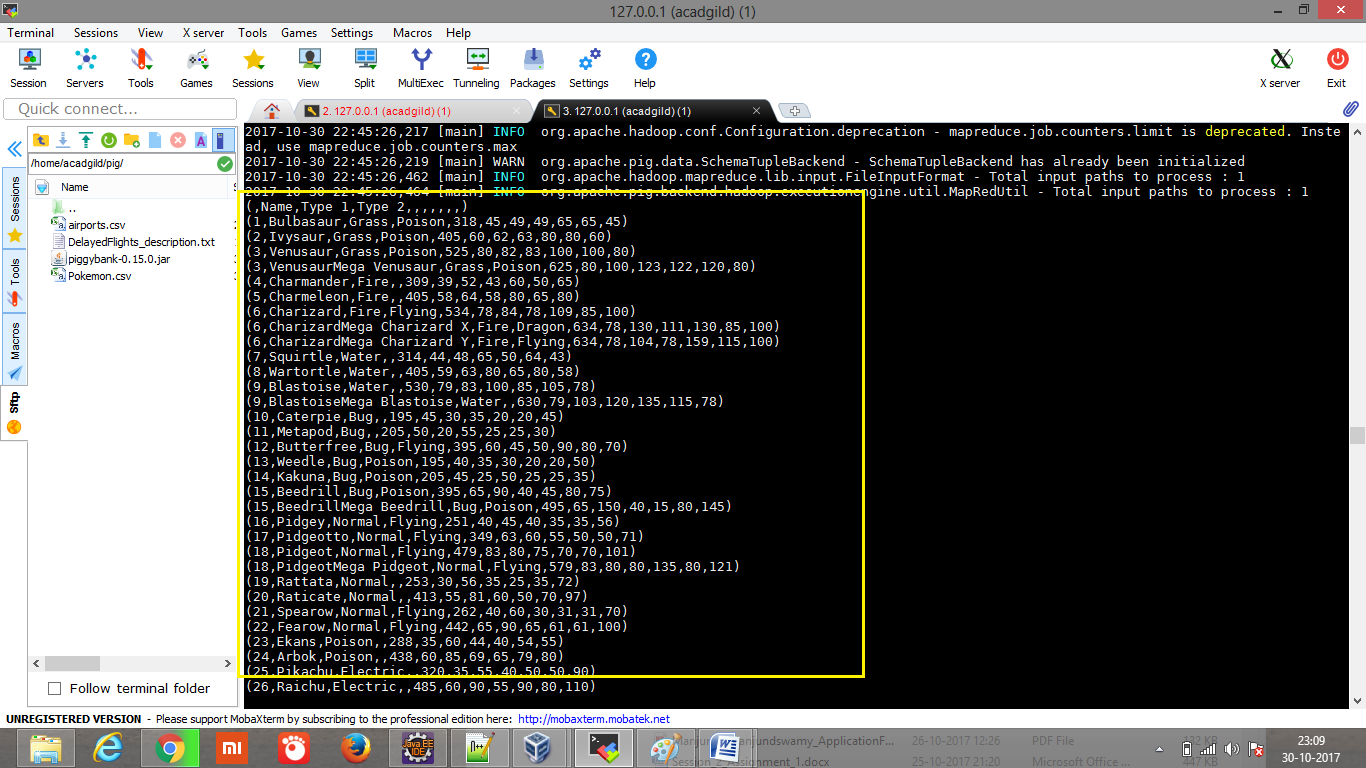
NOTE: You must submit a word file containing steps and screenshots.

**Load\_Data = LOAD ‘/home/acadgild/pig/Pokemon.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);**



Dump Load\_Data;

Shown only few data (as per screen height)

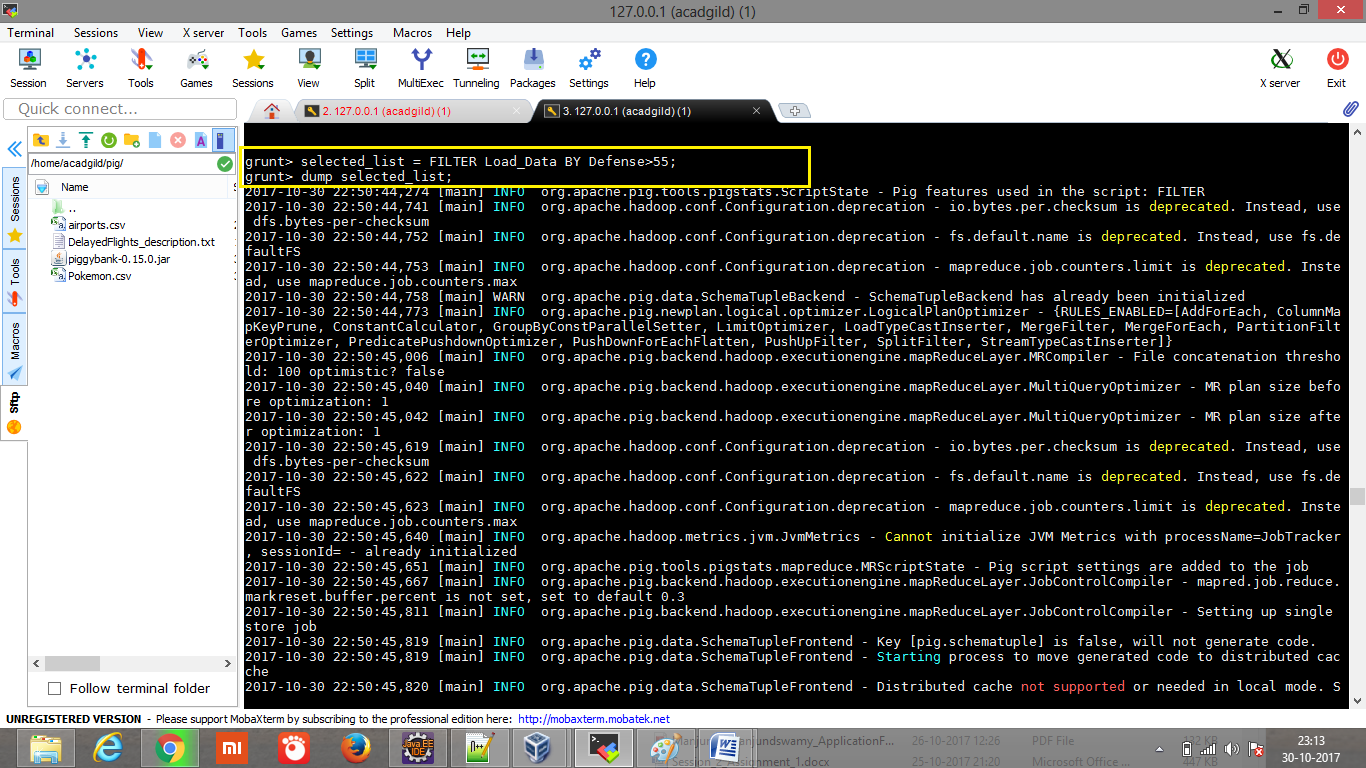


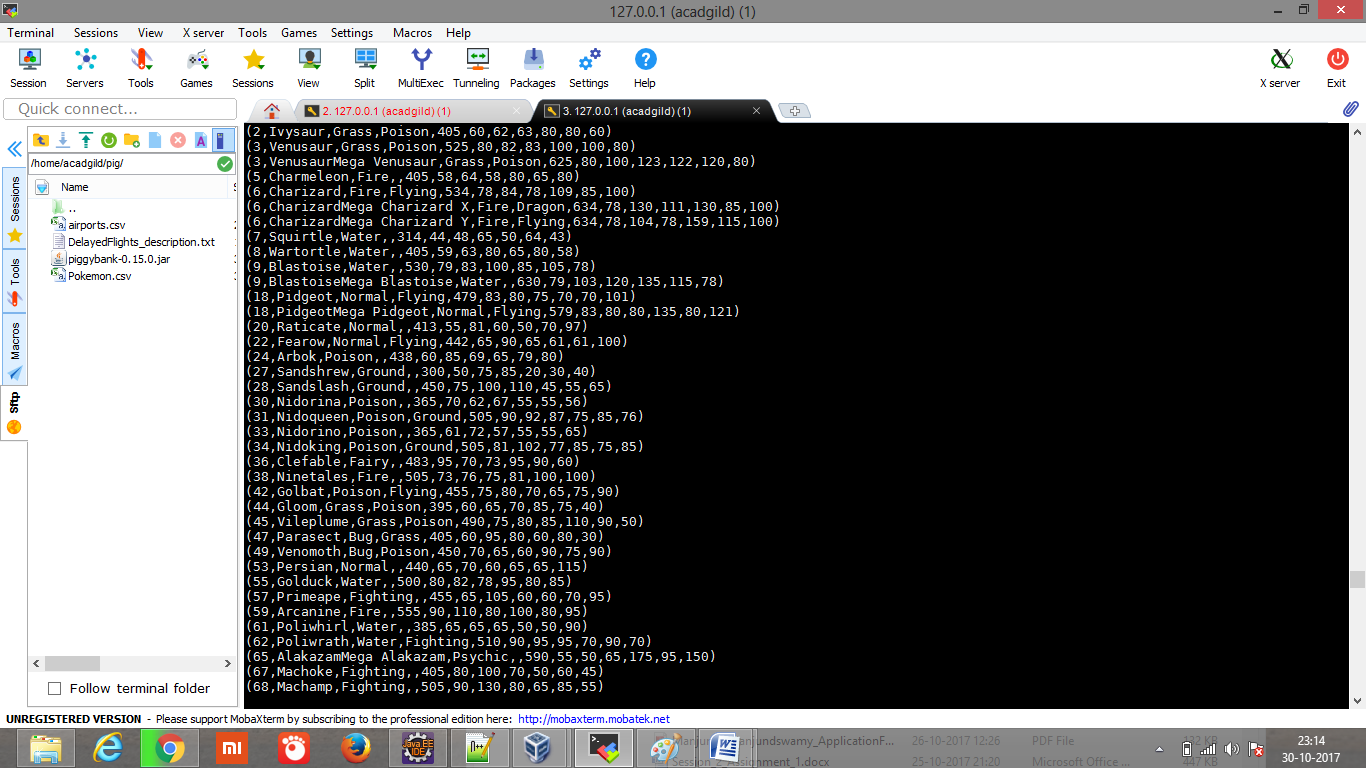
**Ques 1: Find the list of players that have been selected in the qualifying round (DEFENCE>55).**

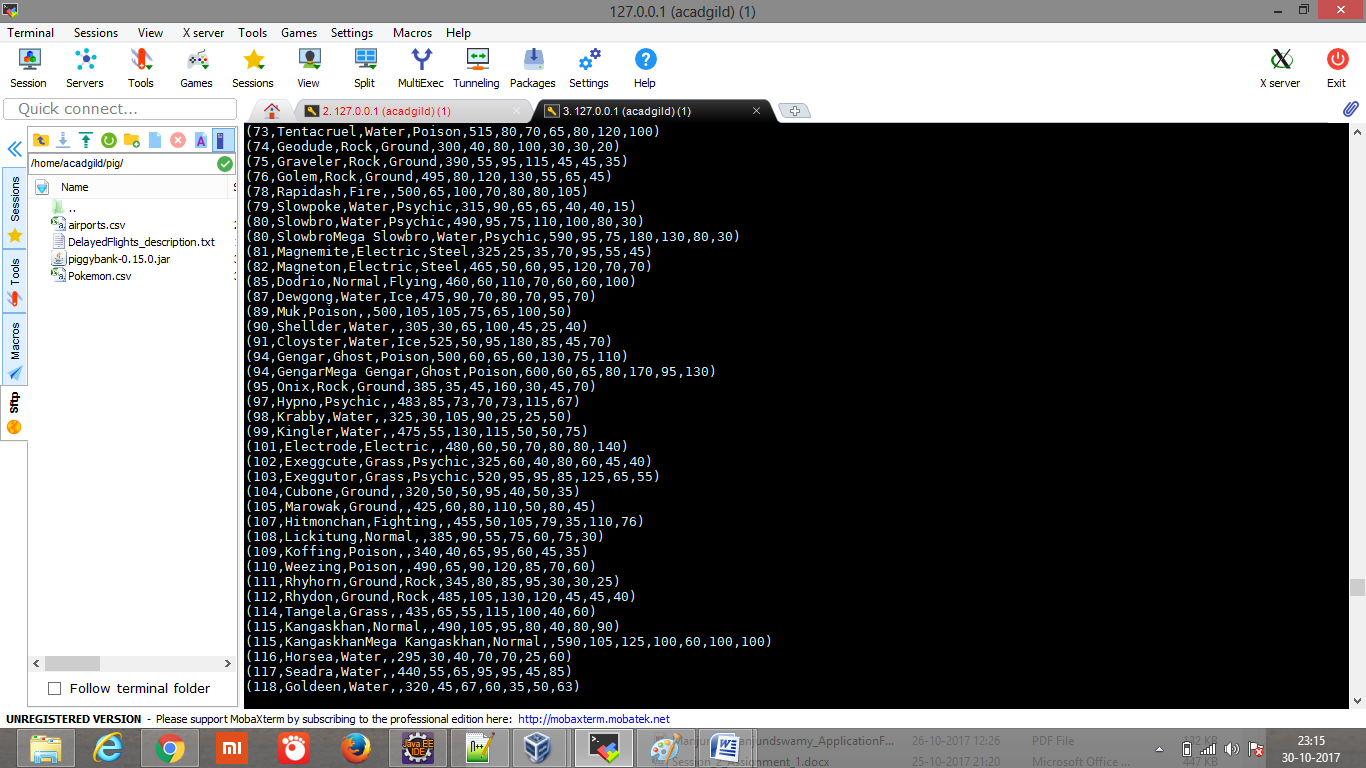
#### Explanation:

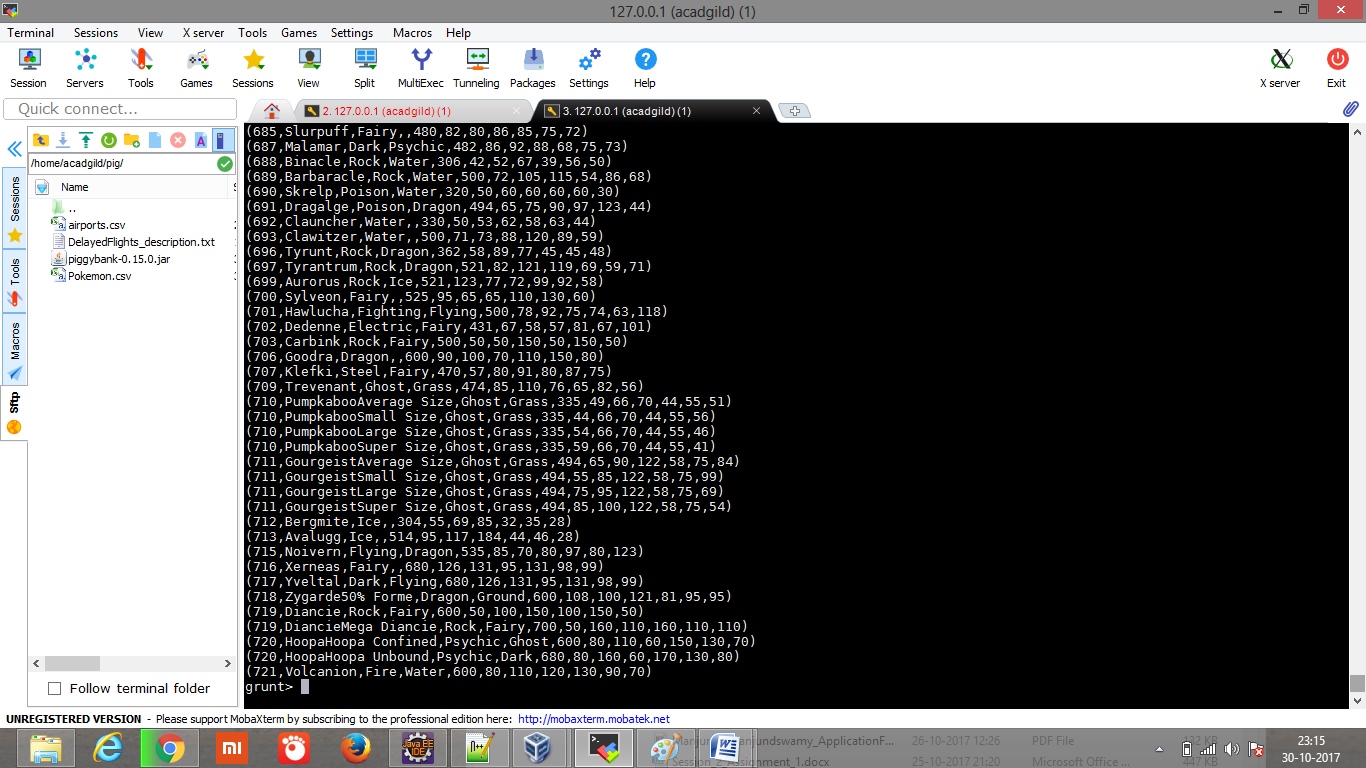
**Command**

**selected\_list = FILTER Load\_Data BY Defense>55;**









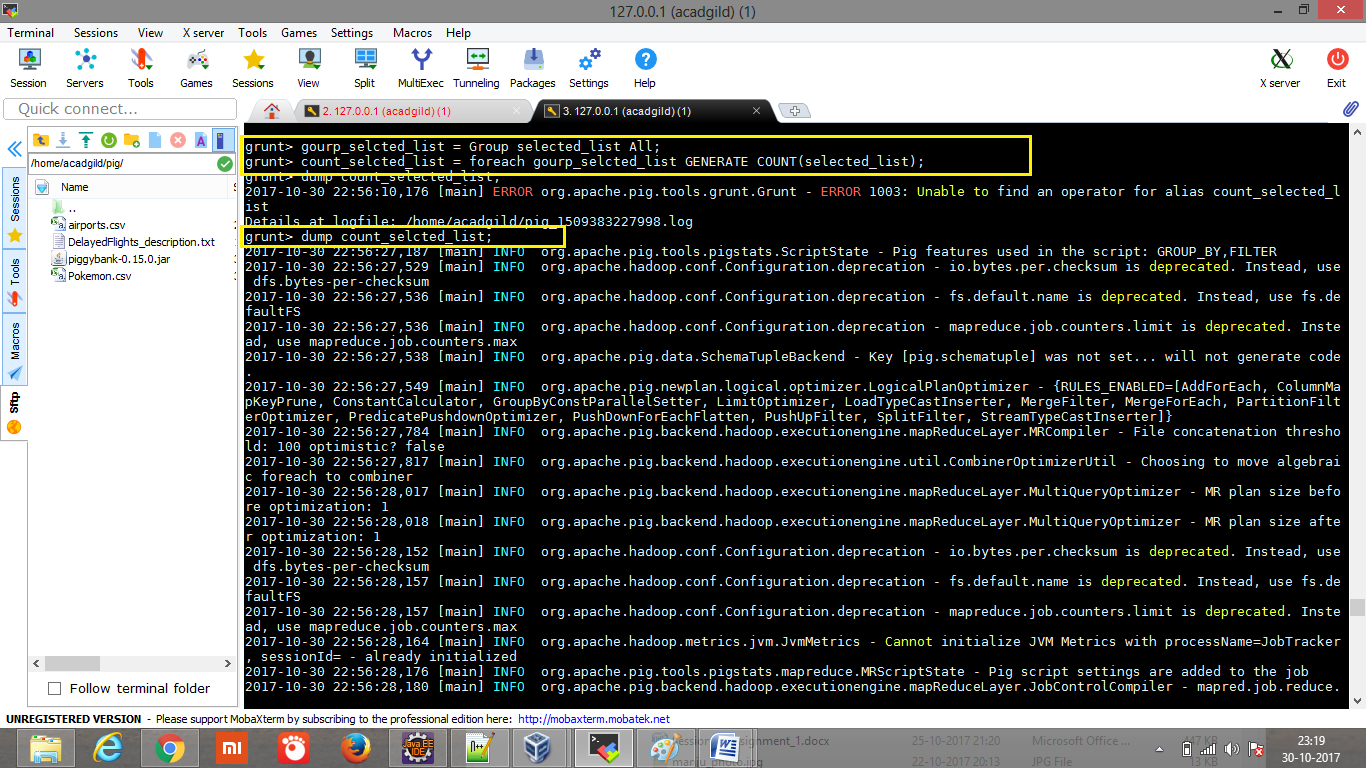
#### Ques 2: State the number of players taking part in the competition after getting selected in the qualifying round.

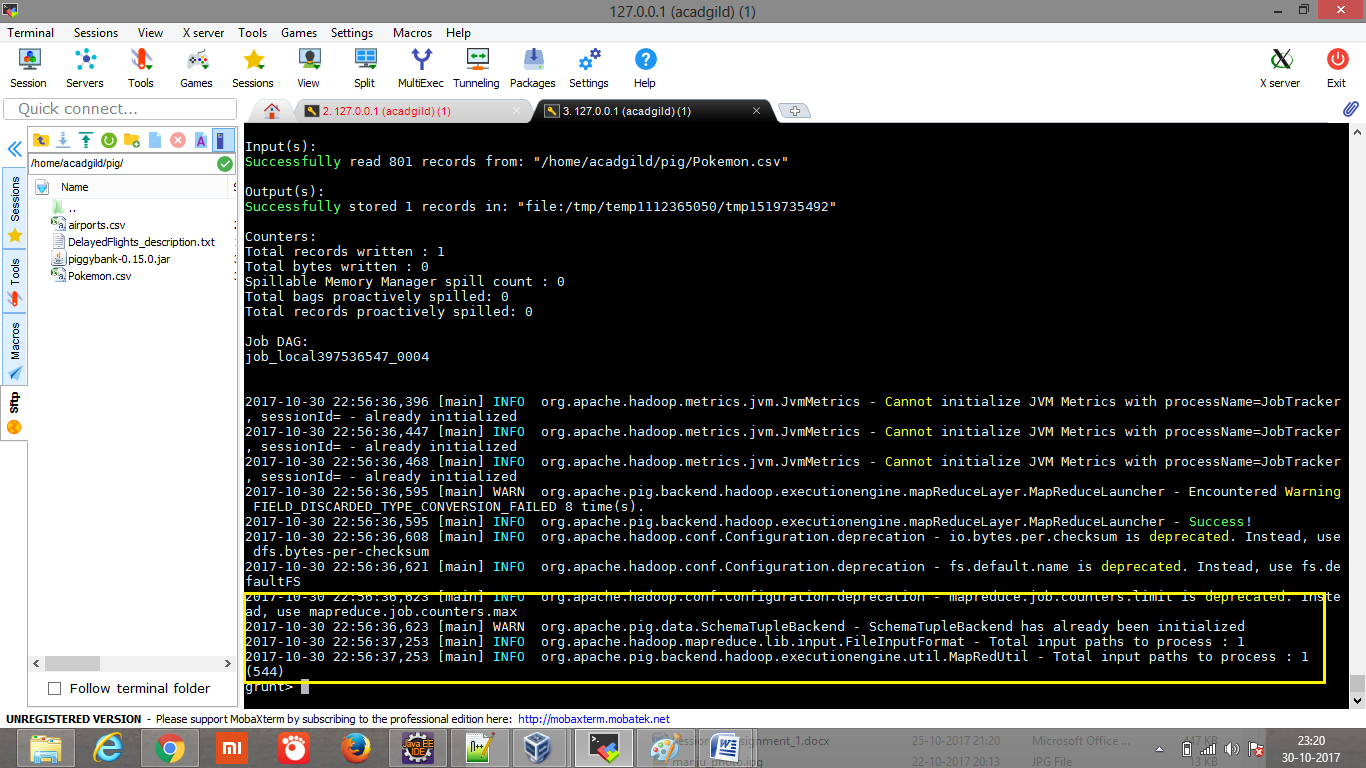
**Explanation:**

**Command:**

**gourp\_selcted\_list = Group selected\_list All;**

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

****

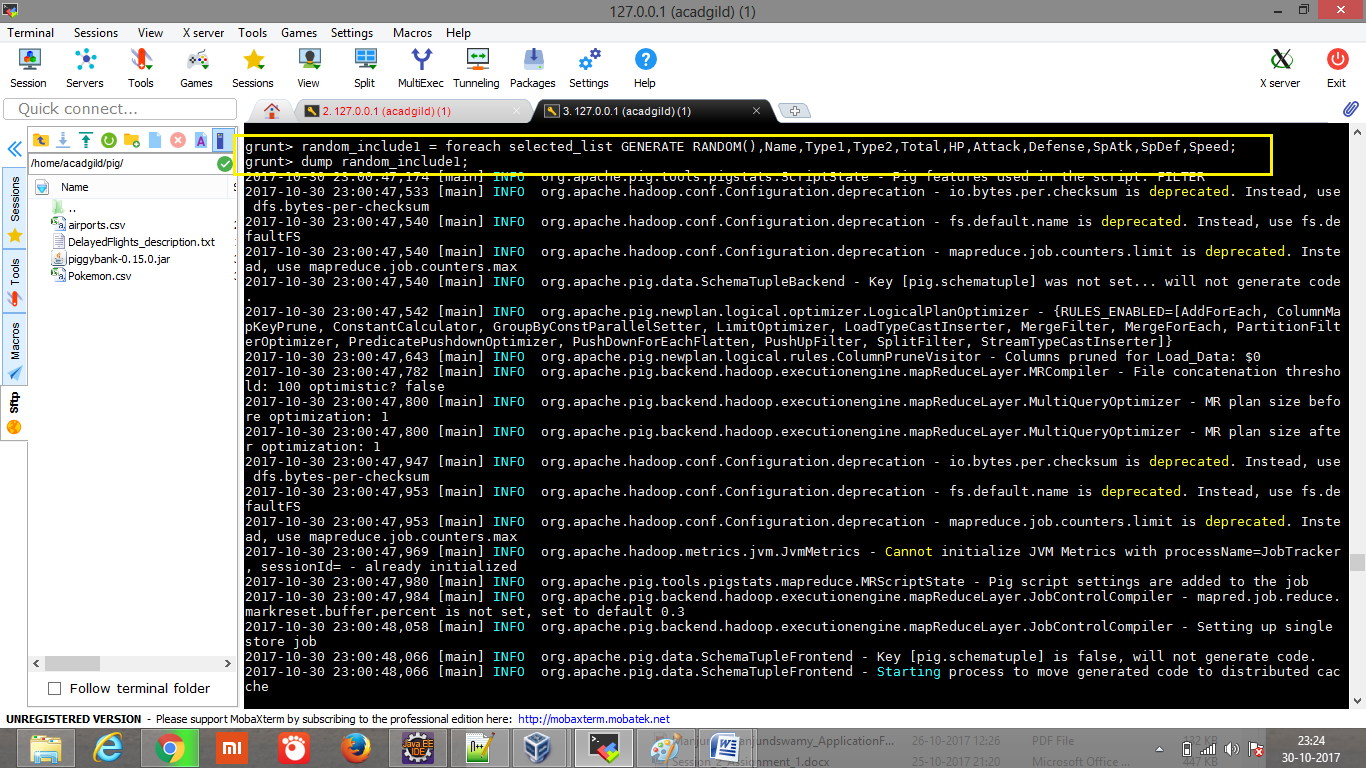
****

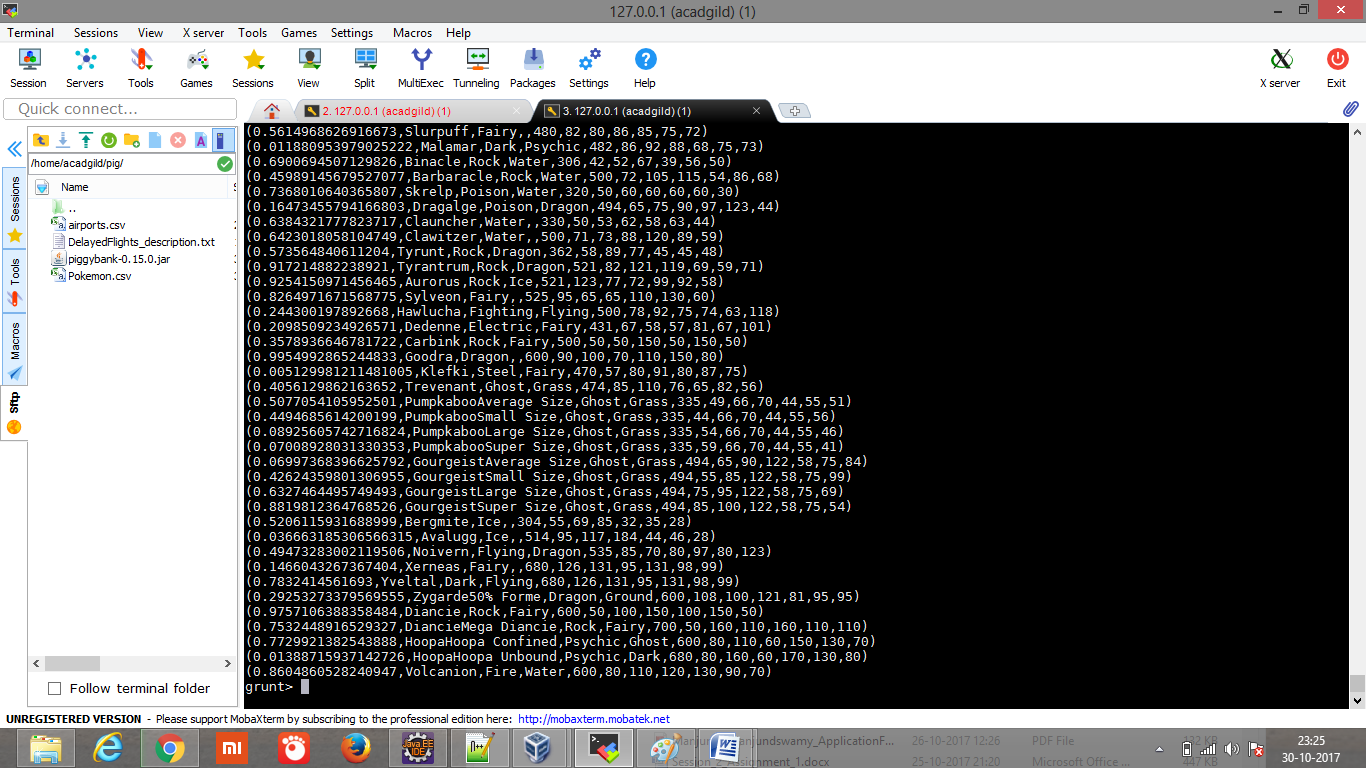
**Ques 3: Using random() generate random numbers for each Pokémon on the selected list.**

**Explanation:**

***Command***

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

****

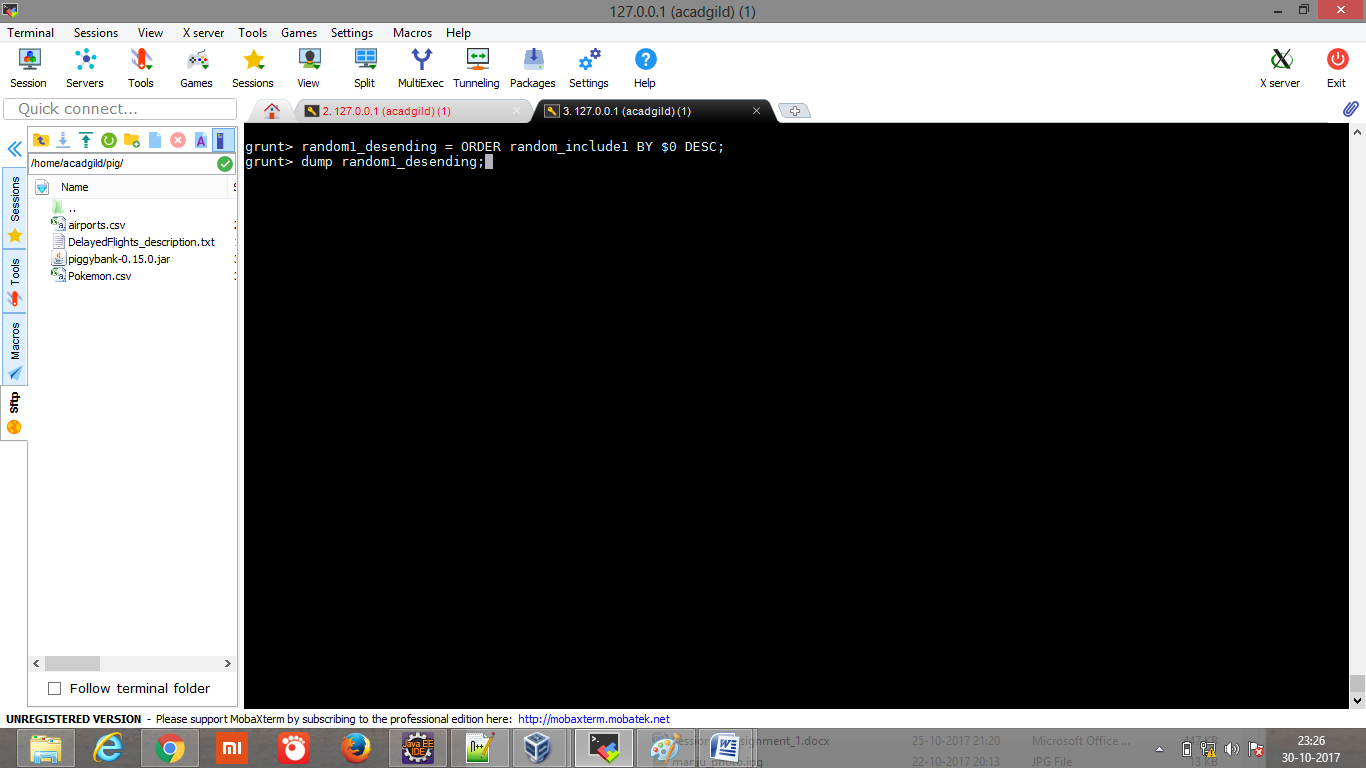
****

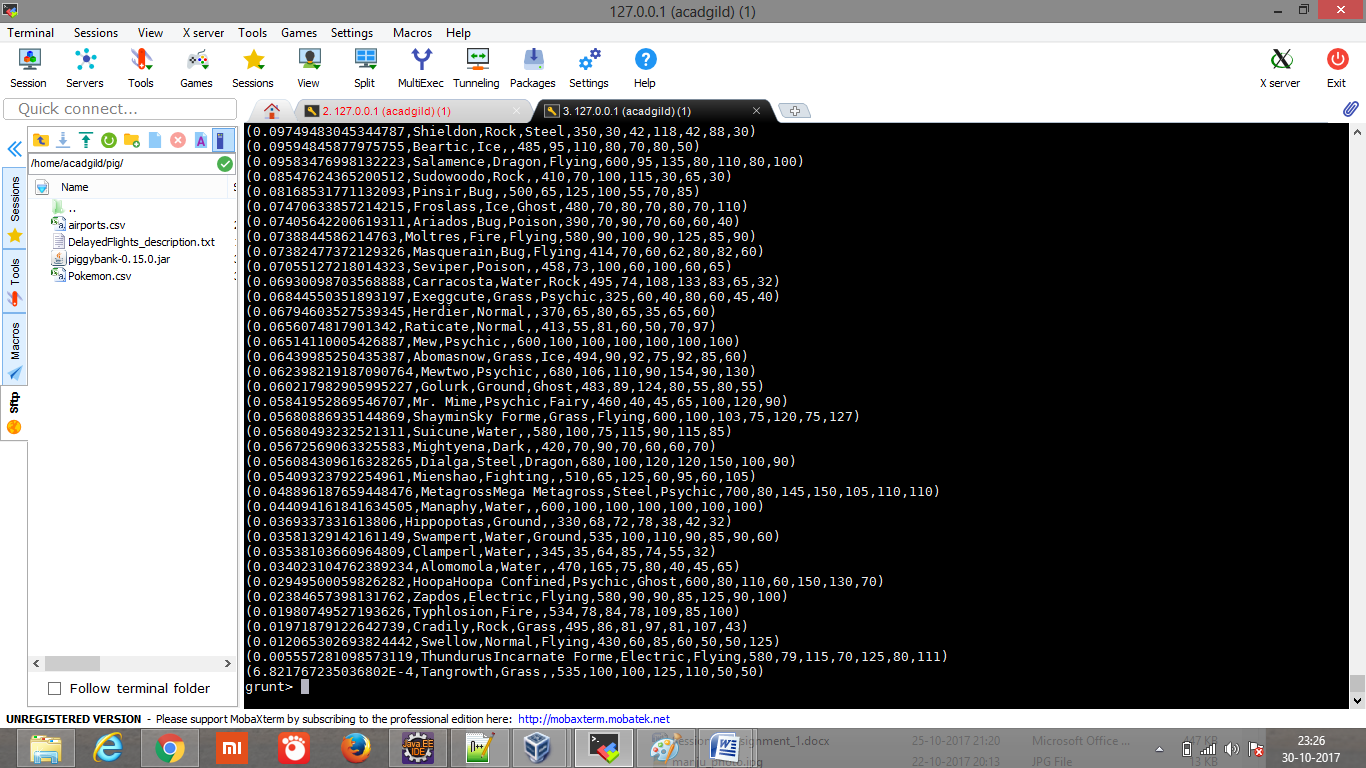
**Ques 4: Arrange the new list in a descending order according to a column randomly.**

**Explanation: This will give us consequently a layer arranged to pick the random list which 1st player will choose.**

***Command***

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

****

****

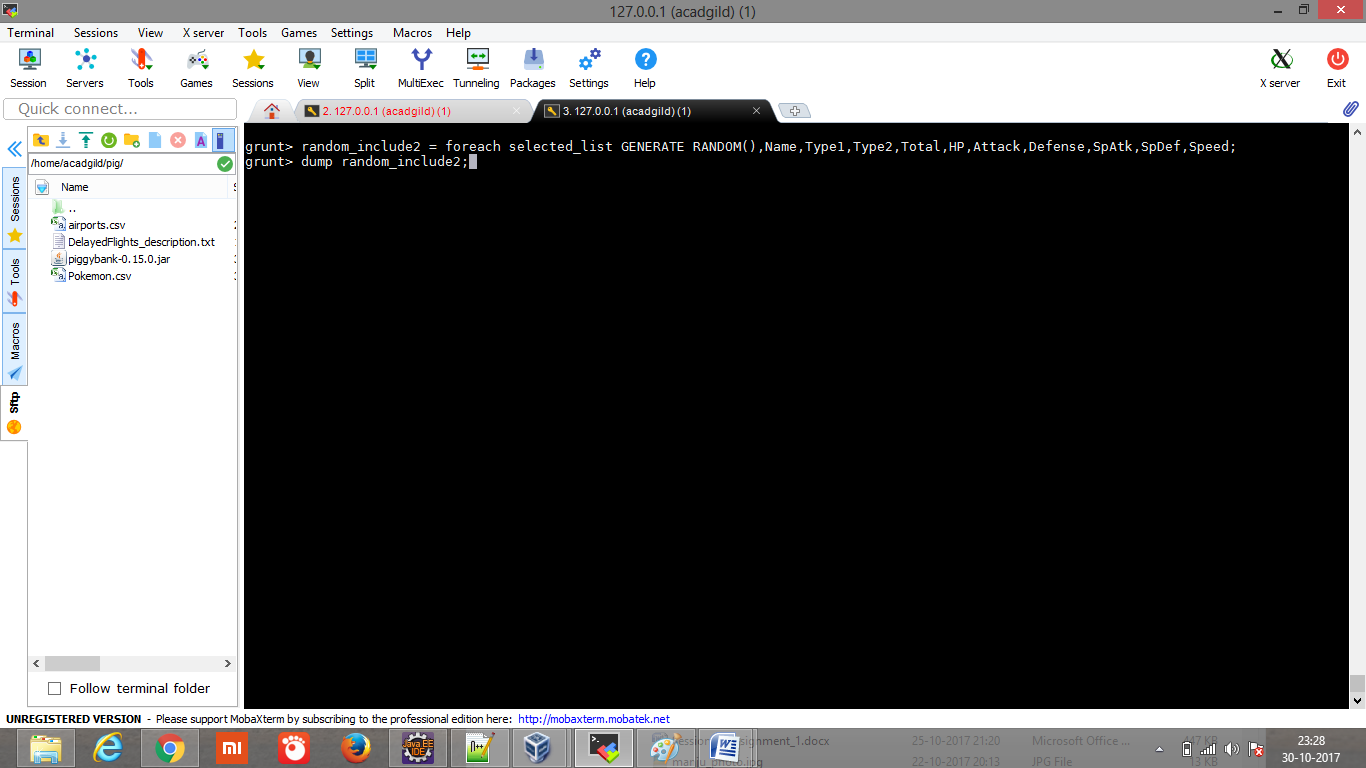
**Ques 5: Now on a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.**

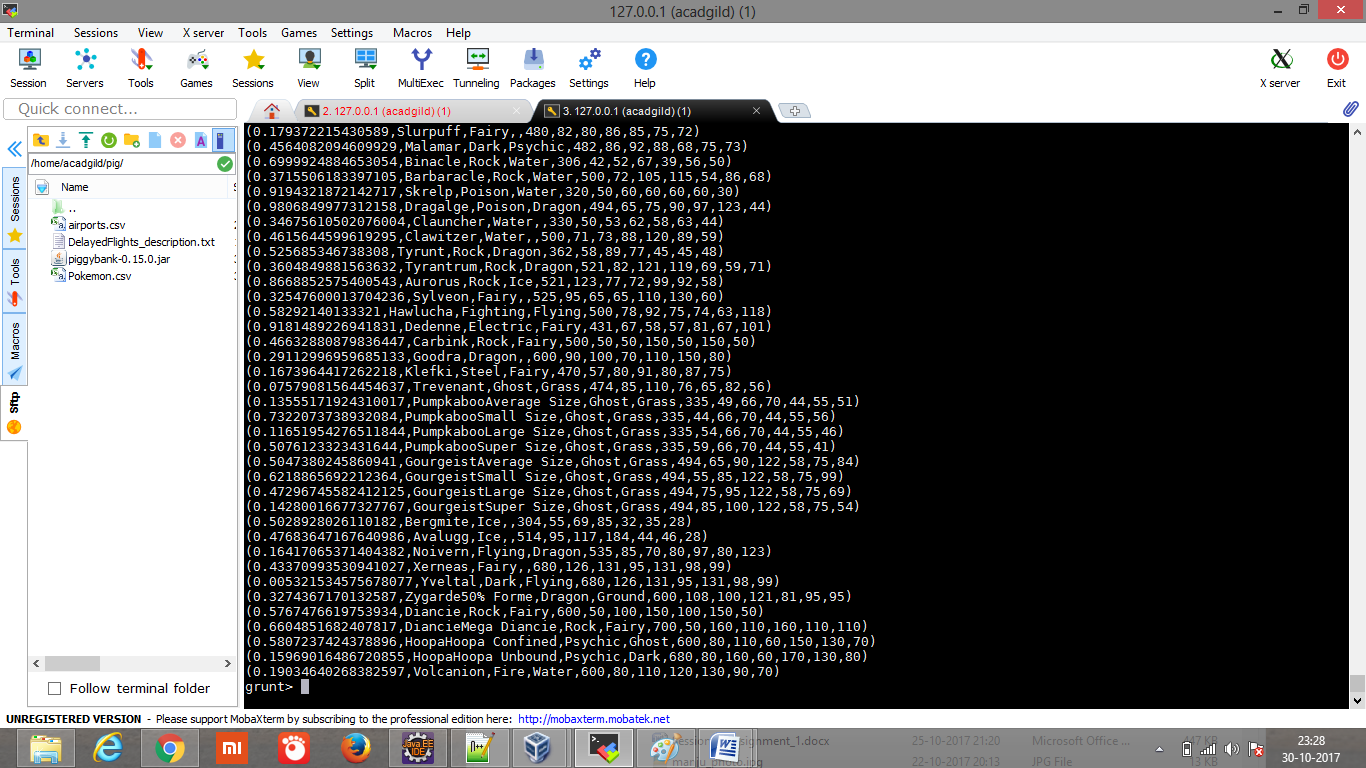
**Explanation: We will be repeating above two steps again to form the 2nd list.**

***Command***

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

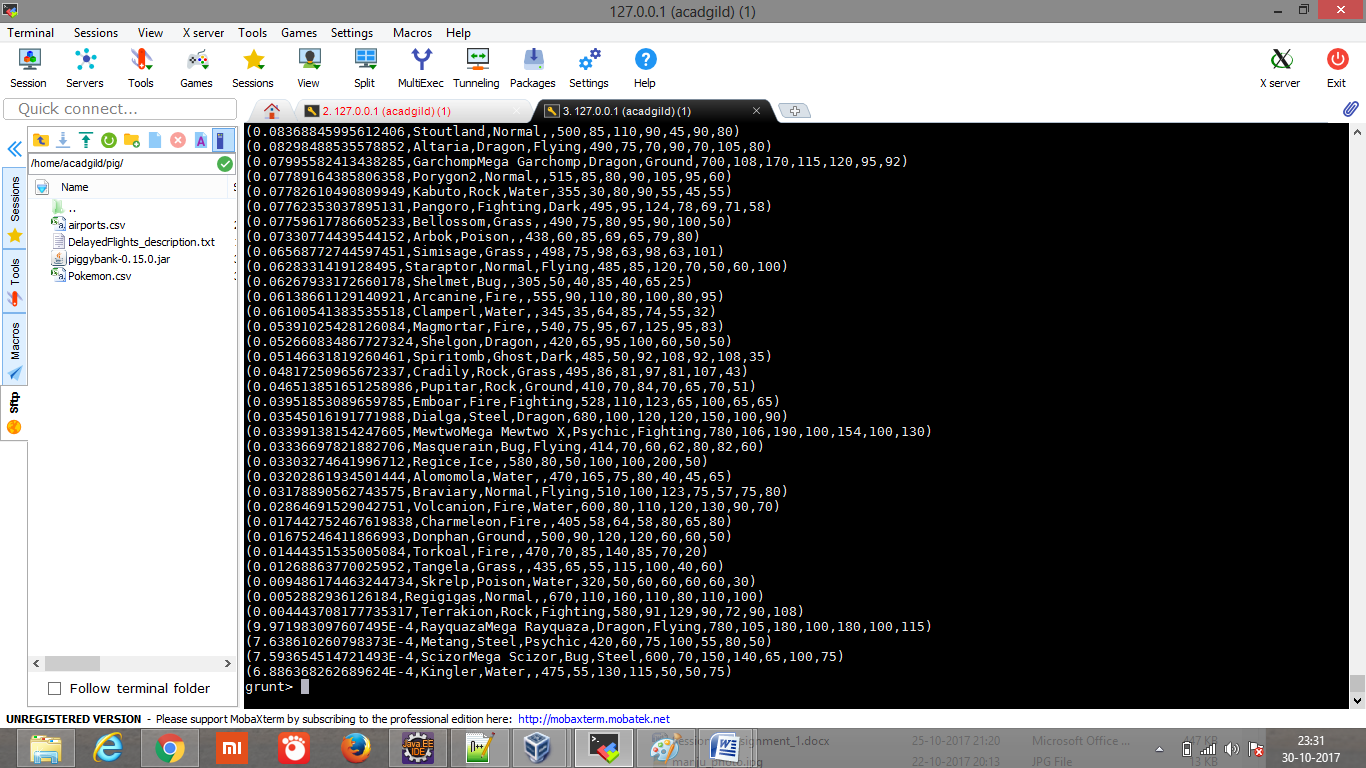
**random2\_desending = ORDER random\_include2 BY $0 DESC;**

****

****

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

****

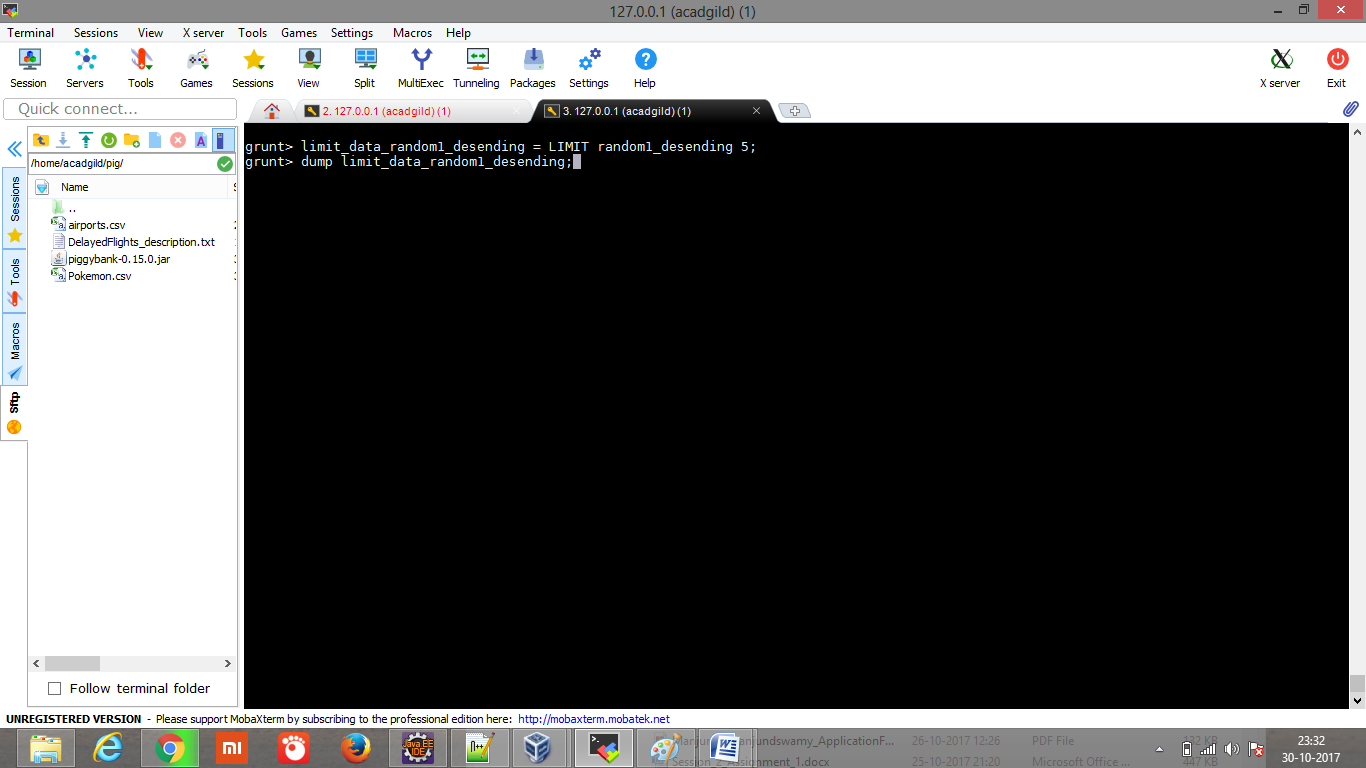
****

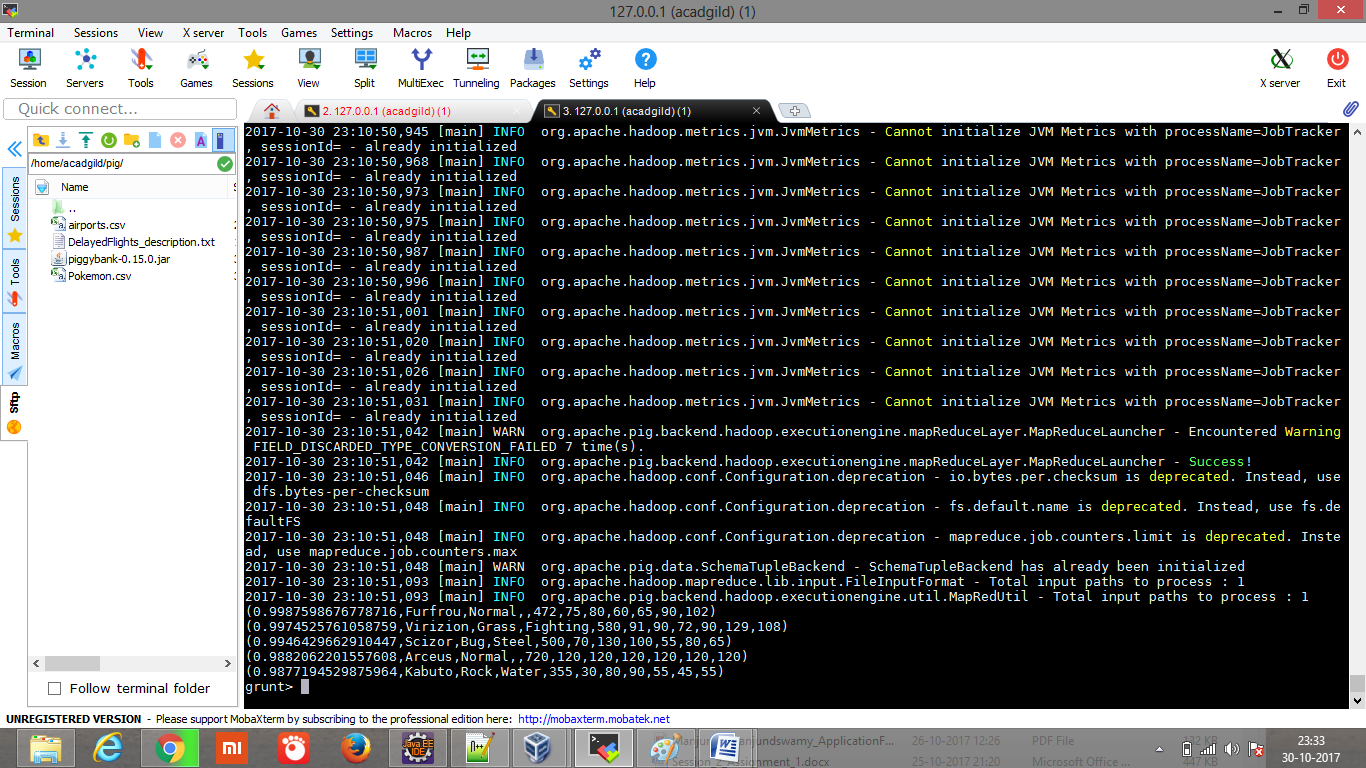
**Ques: From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.**

**Explanation:**

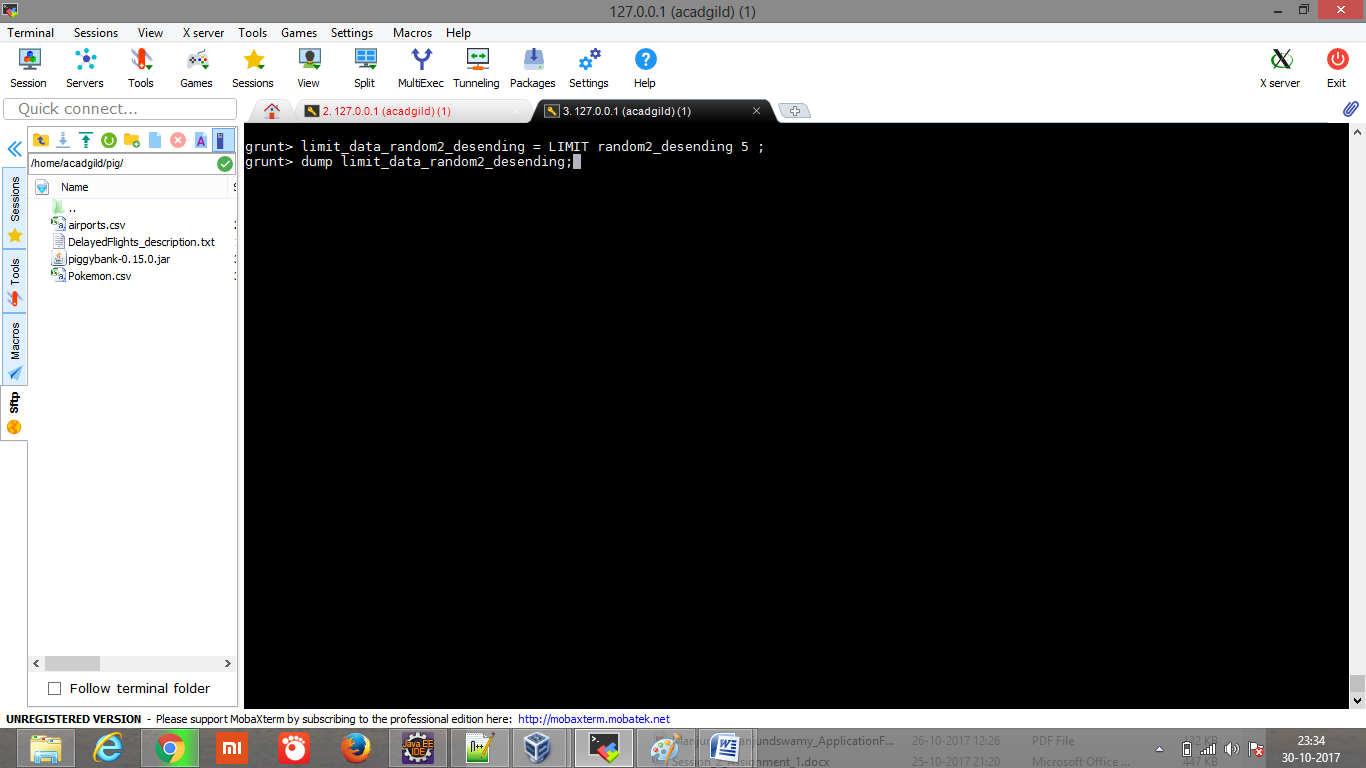
***Commands***

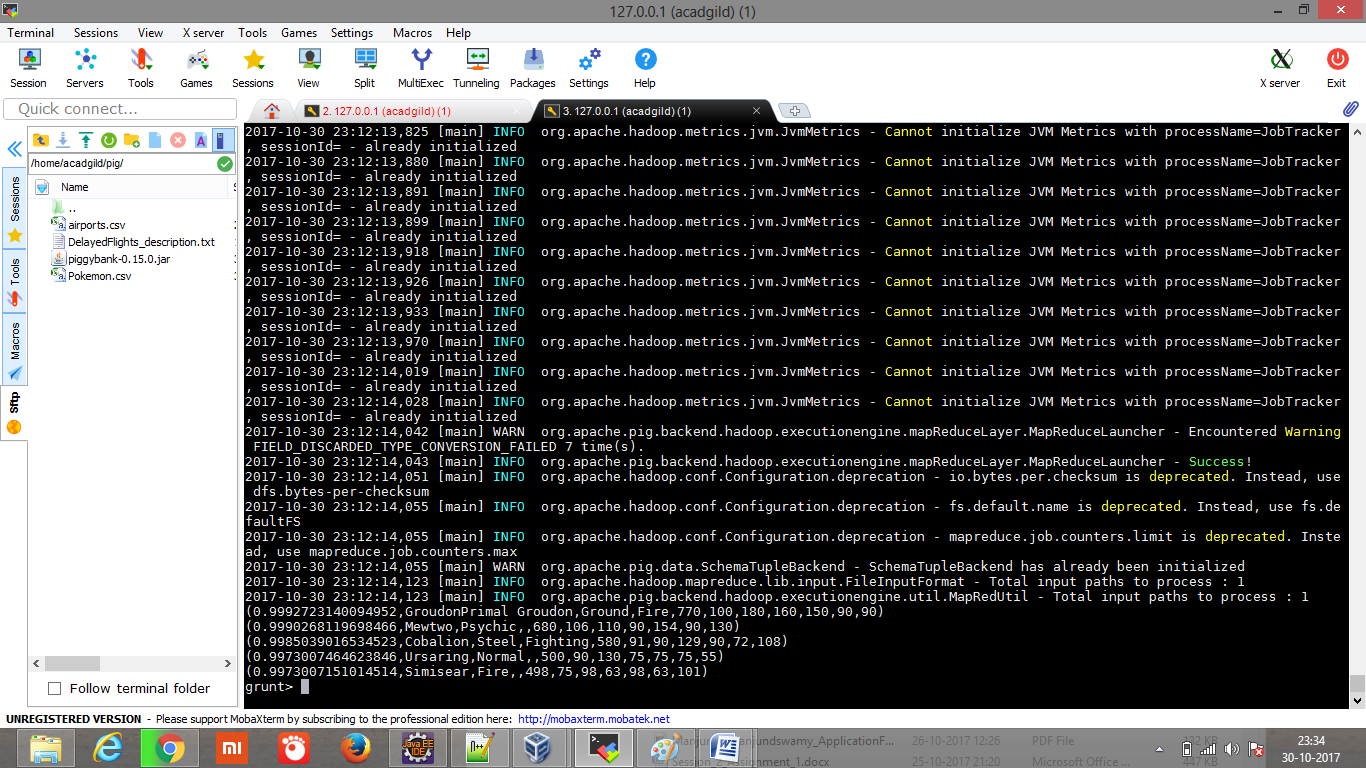
**limit\_data\_random1\_desending = LIMIT random1\_desending 5 ;**

****

****

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

****

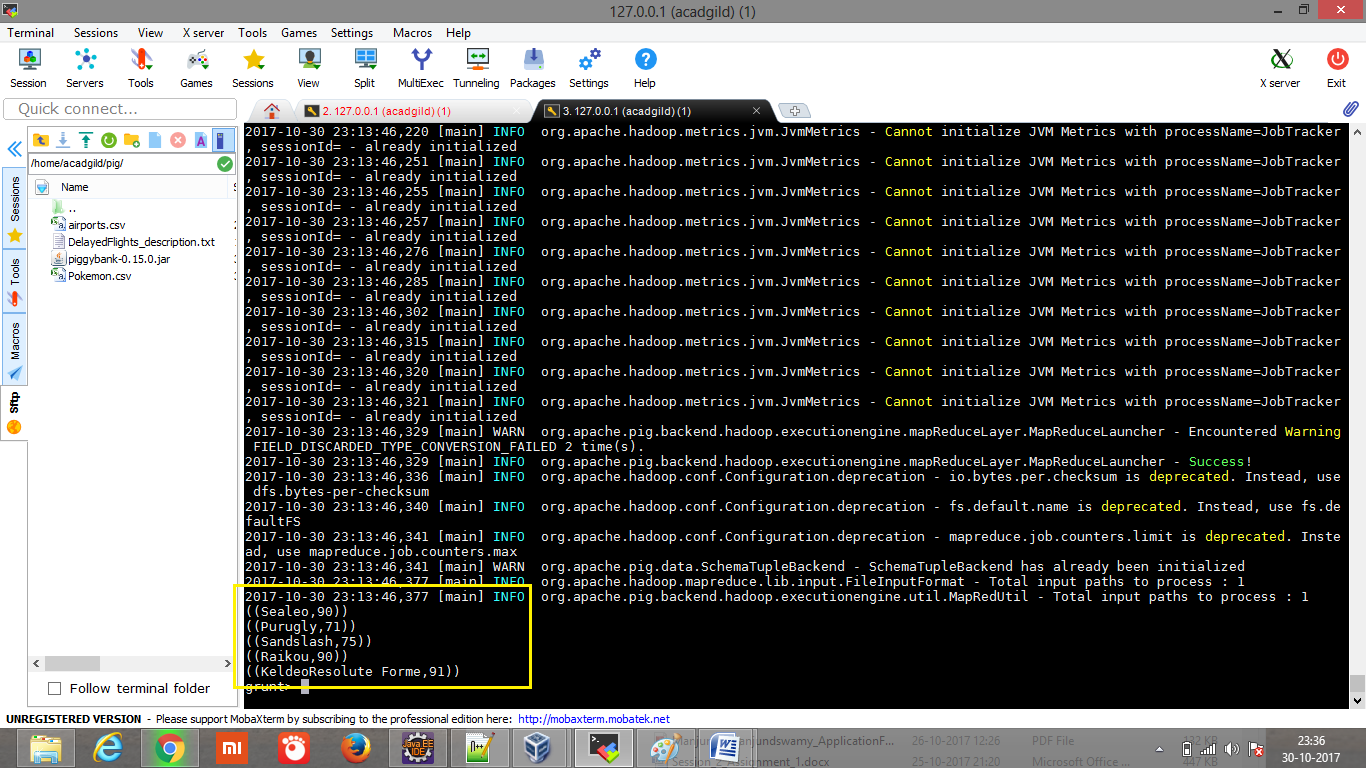
****

**Ques: 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).**

**Explanation:**

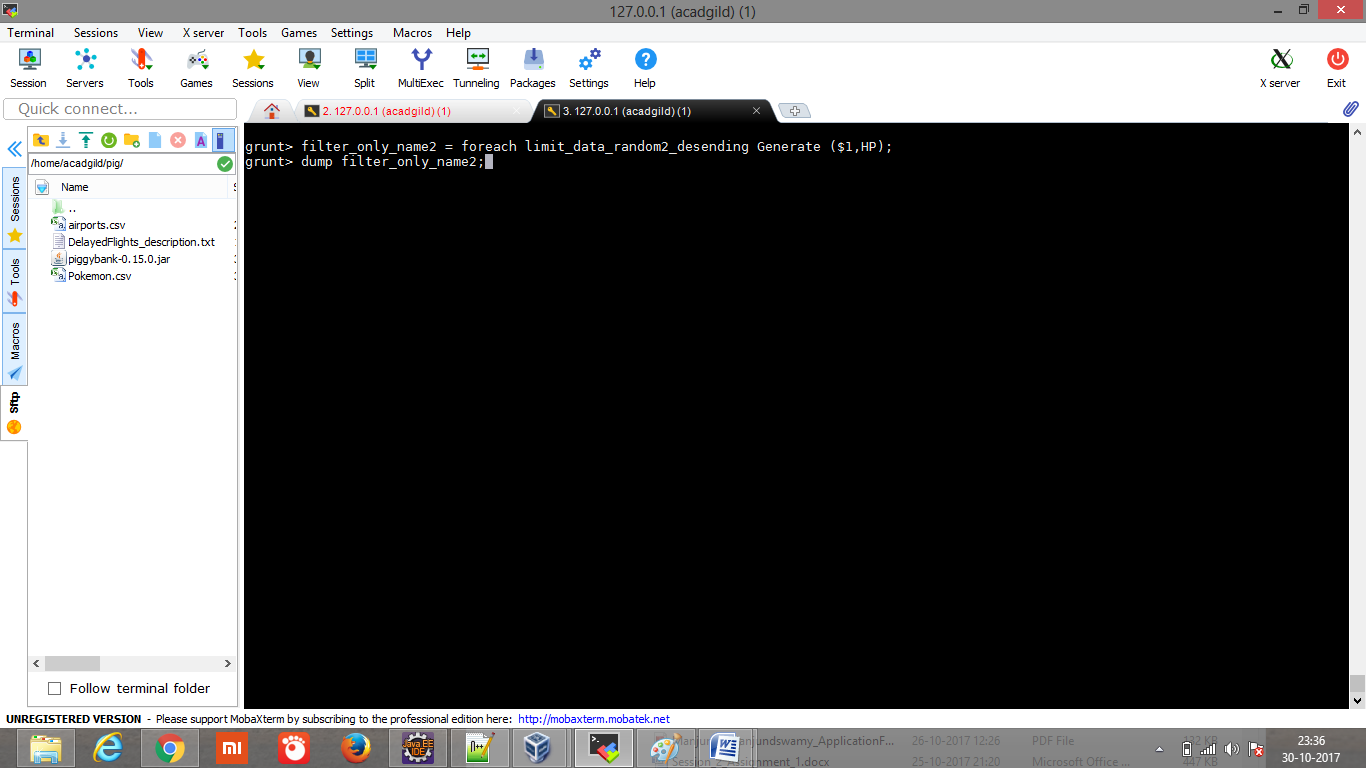
***Commands***

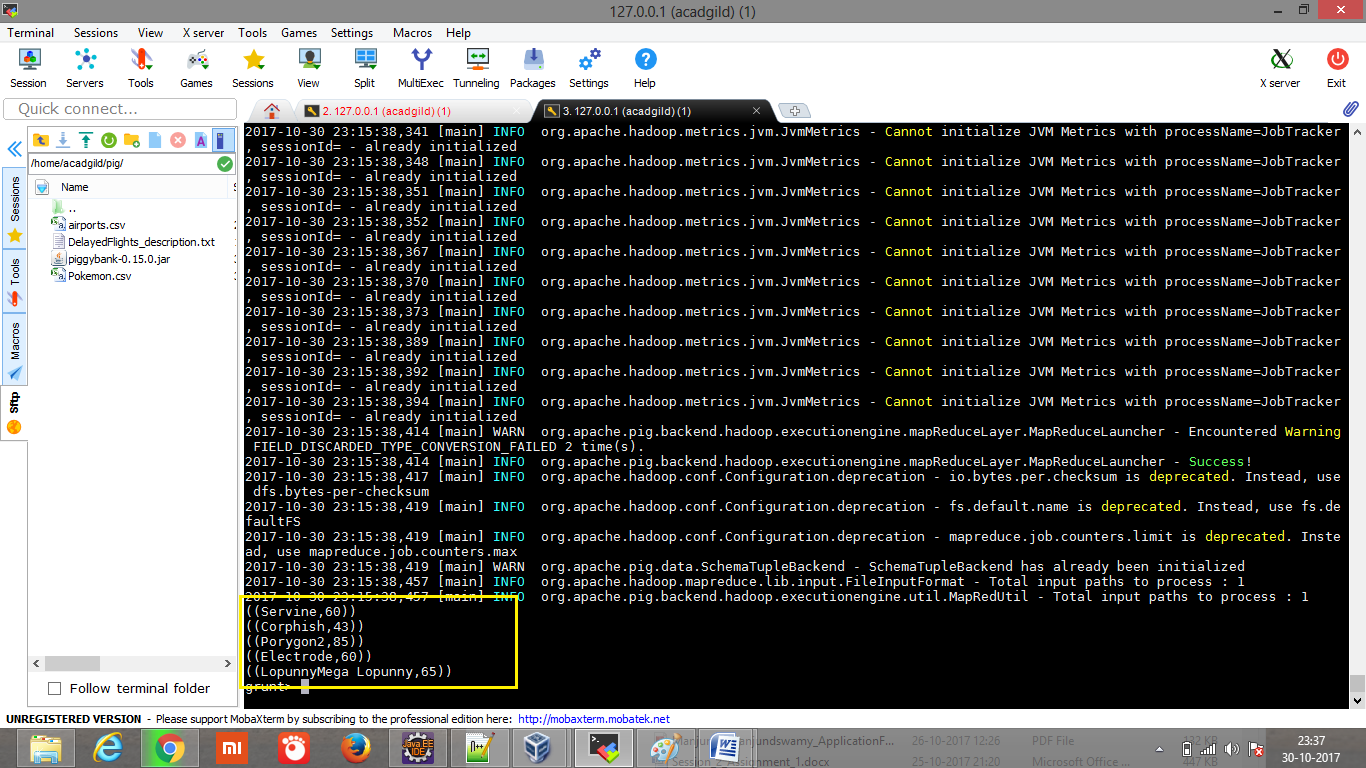
**filter\_only\_name1 = foreach limit\_data\_random1\_desending Generate ($1,HP);**

****

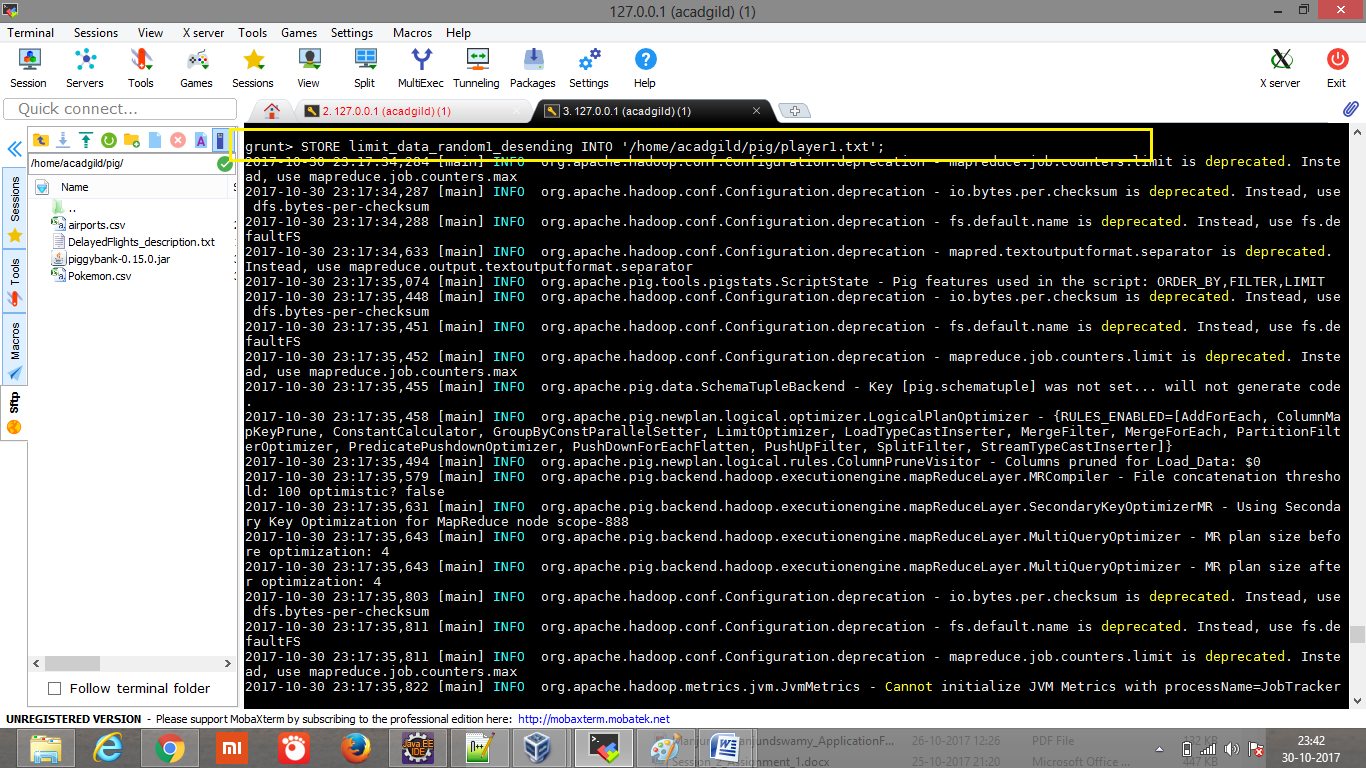
filter\_only\_name2 = foreach limit\_data\_random2\_desending Generate ($1,HP);

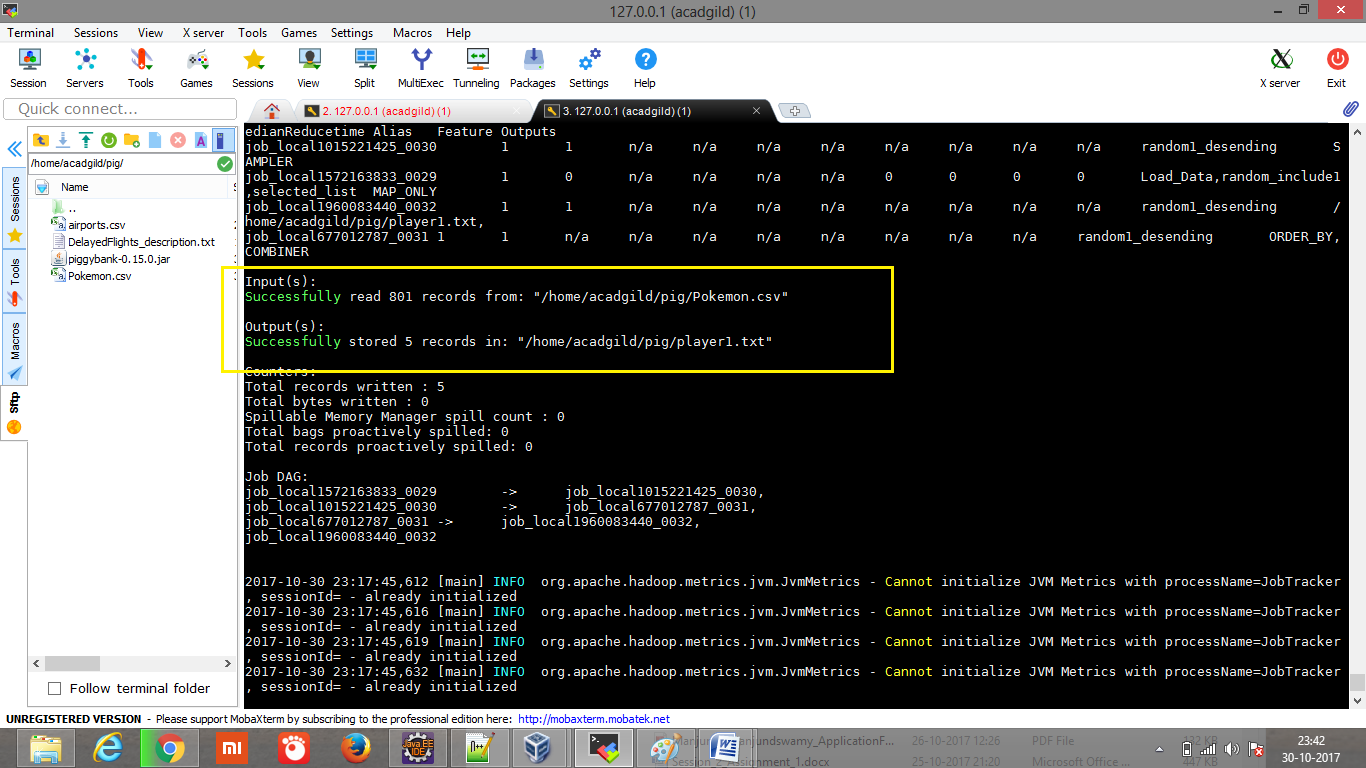
dump filter\_only\_name2;

****

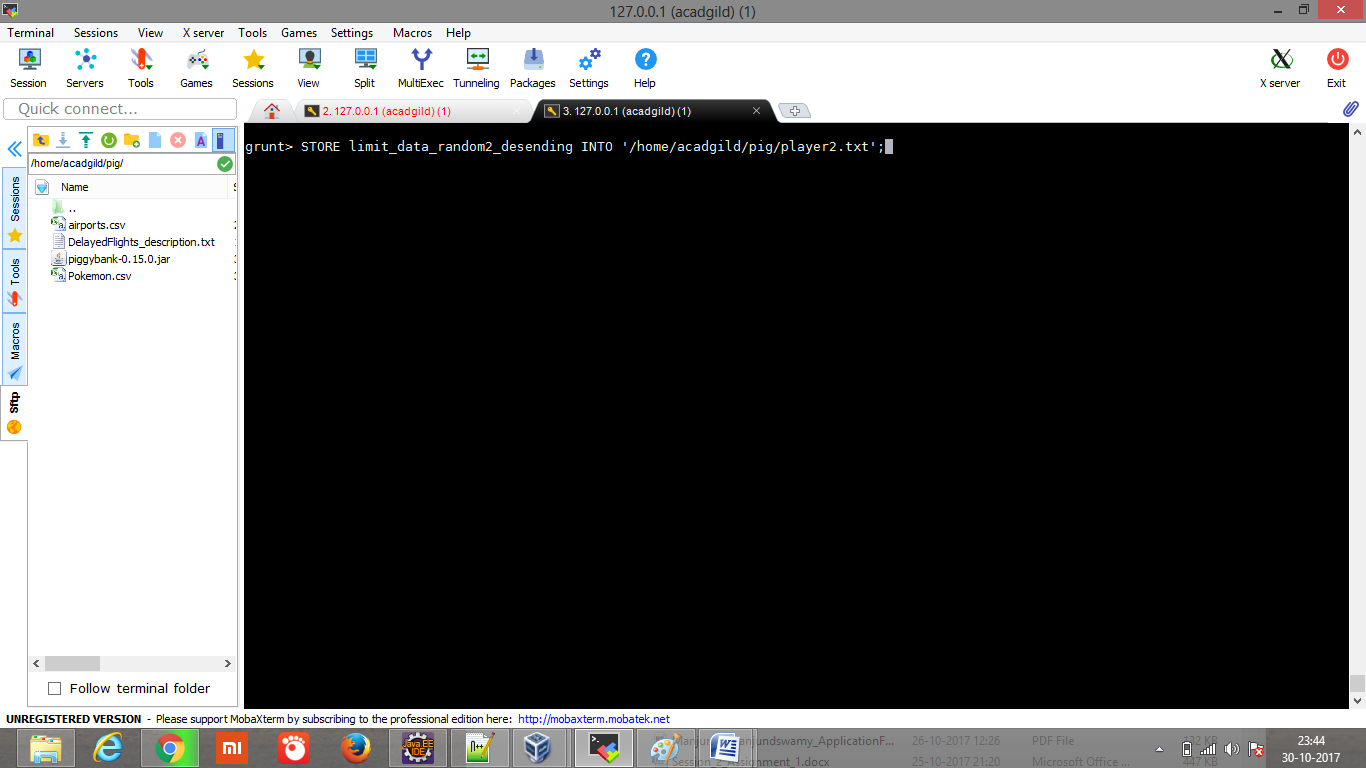
****

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

****

****

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

****

****