#先創建temporary table 保護原生資料

with Cs\_Tibble as (

select \*

from

my-project-1-405102.cs2.CS\_ProPlayer

)

#先確認資料長度都屬於正常狀態

select

MIN(rating) as Min\_Rating,

Max(rating) as Max\_Rating

from

Cs\_Tibble

#確認資料是否有NULL

select \*

from

Cs\_Tibble

where

rating is NULL or nickname is NULL or total\_kills is NULL or total\_deaths is NULL

#確認primary key(選手)是否有重複

select

count(distinct(nickname))

from

Cs\_Tibble

#選出圖表所需欄位，並忽略掉出場回合數最後25%的無效樣本（使用r,quantile(csgo\_players$rounds\_played),計算四分位距後，篩選掉後25%樣本)

select

nickname,

total\_kills/total\_deaths as KD,

rating

from

Cs\_Tibble

where

rounds\_played >= 13459