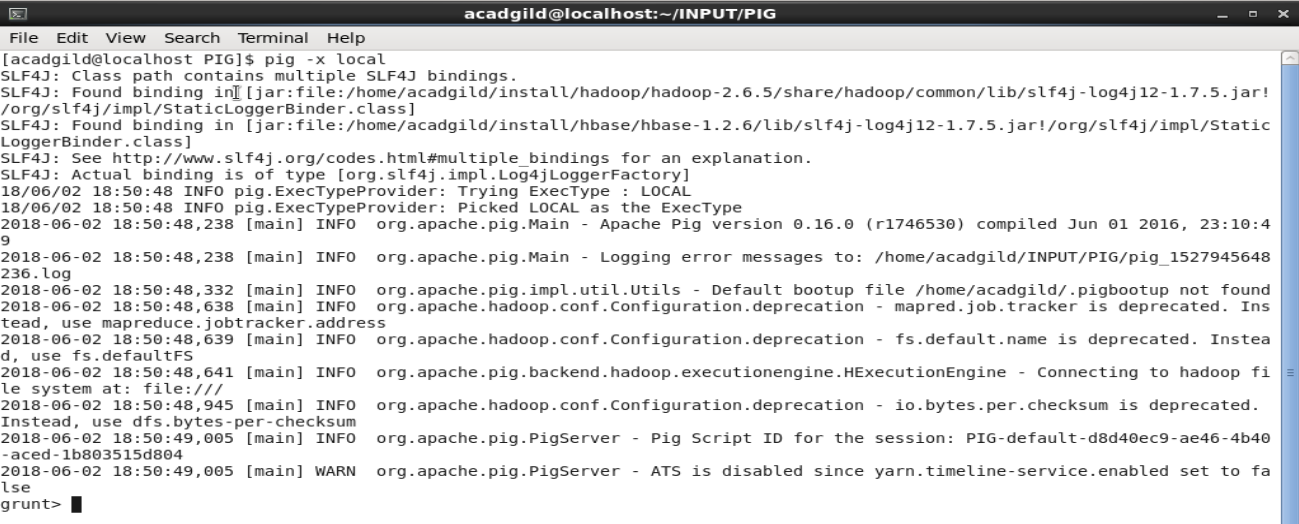
Bigdata Assignment 2.6

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

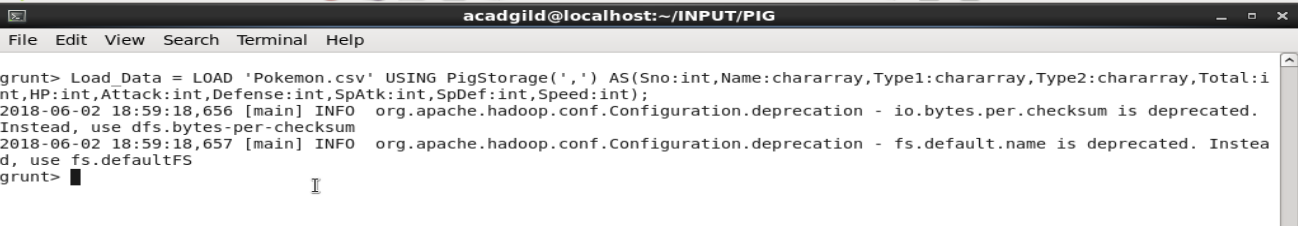
screenshot(s) from your end.

<https://acadgild.com/blog/pig-use-case-pokemon-data-analysis/>

* Entered into pig shell by using command - **pig -x local**



* Loaded the pokemon dataset into a relation - **Load\_Data = LOAD '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);**

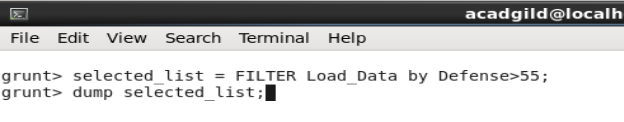


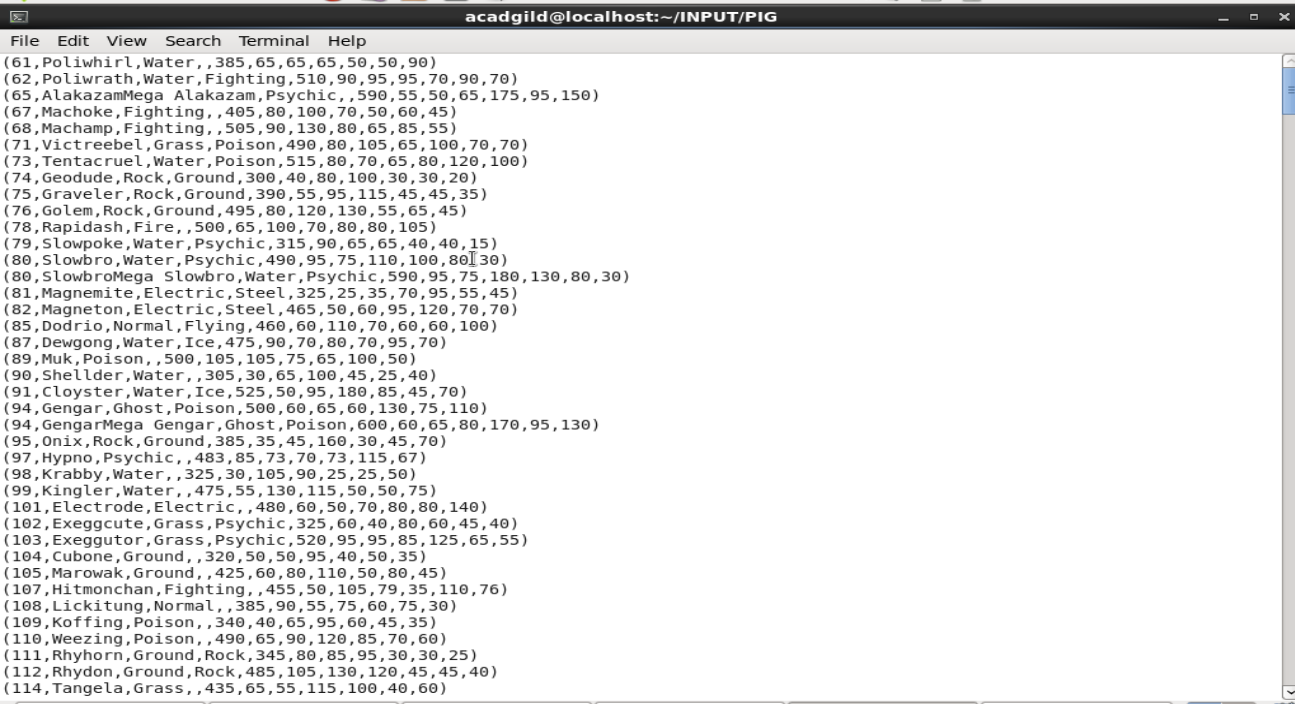
1. Find the list of players that have been selected in the qualifying round (DEFENCE>55).

**Ans -** Filtered the data where defence>55

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

**dump selected\_list;**

Output - 



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

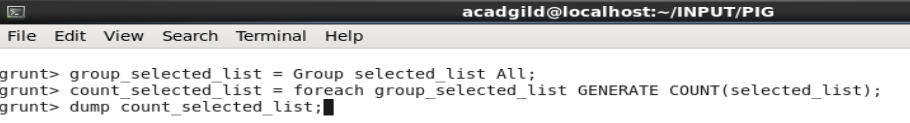
Ans -

First we grouped all the data into one then

**group\_selected\_list = Group selected\_list All;**

**count\_selected\_list = foreach group\_selected\_list GENERATE COUNT(selected\_list);**

**dump count\_selected\_list;**



Output -



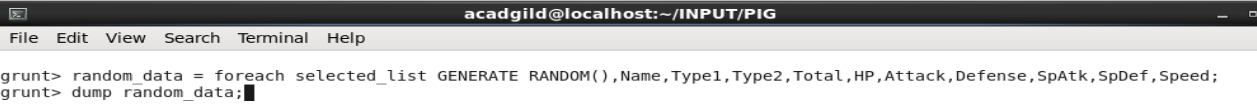
3. Using random() generate random numbers for each Pokémon on the selected list.

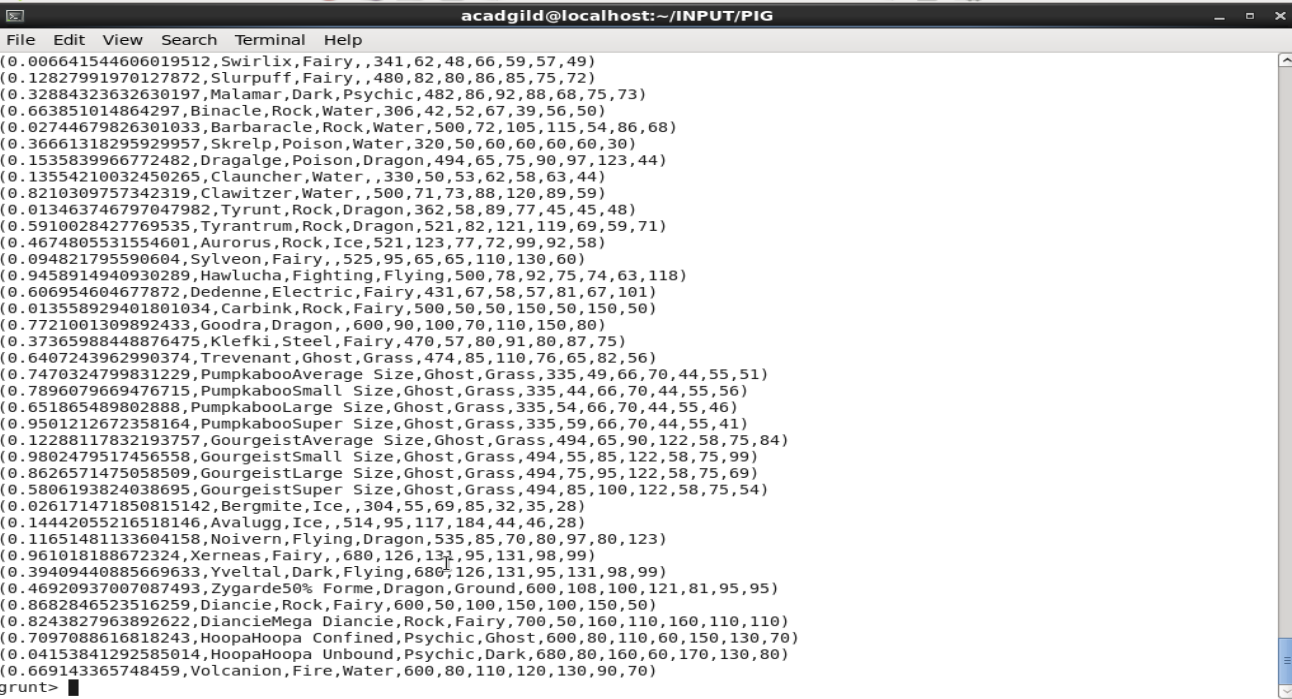
Ans -

From the selected list for each pokemon we assigned a random no by using RANDOM function.

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

**dump random\_data;**



Output- 

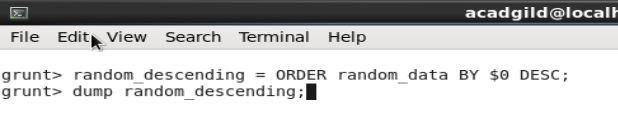
4.Arrange the new list in a descending order according to a column randomly.

Ans -

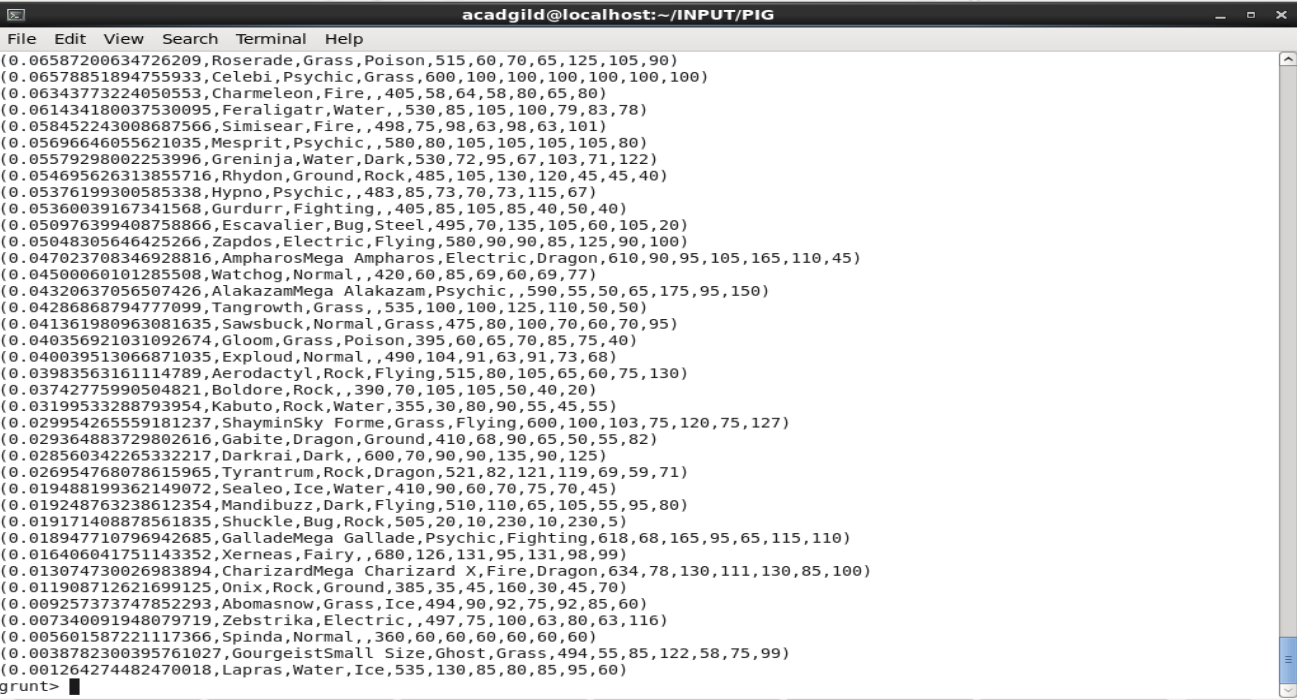
List is generated in the decreasing order by according to random no column

**random\_descending = ORDER random\_data BY $0 DESC;**

**dump random\_descending;**



Output -



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

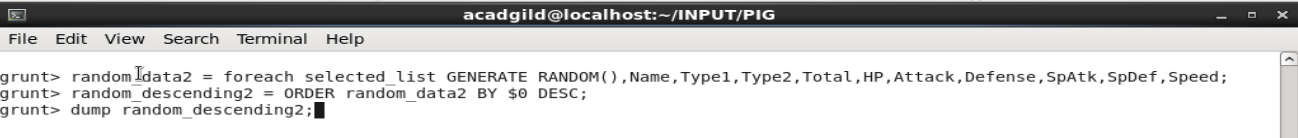
Ans -

From the selected list for each pokemon we assigned a random no by using RANDOM function.

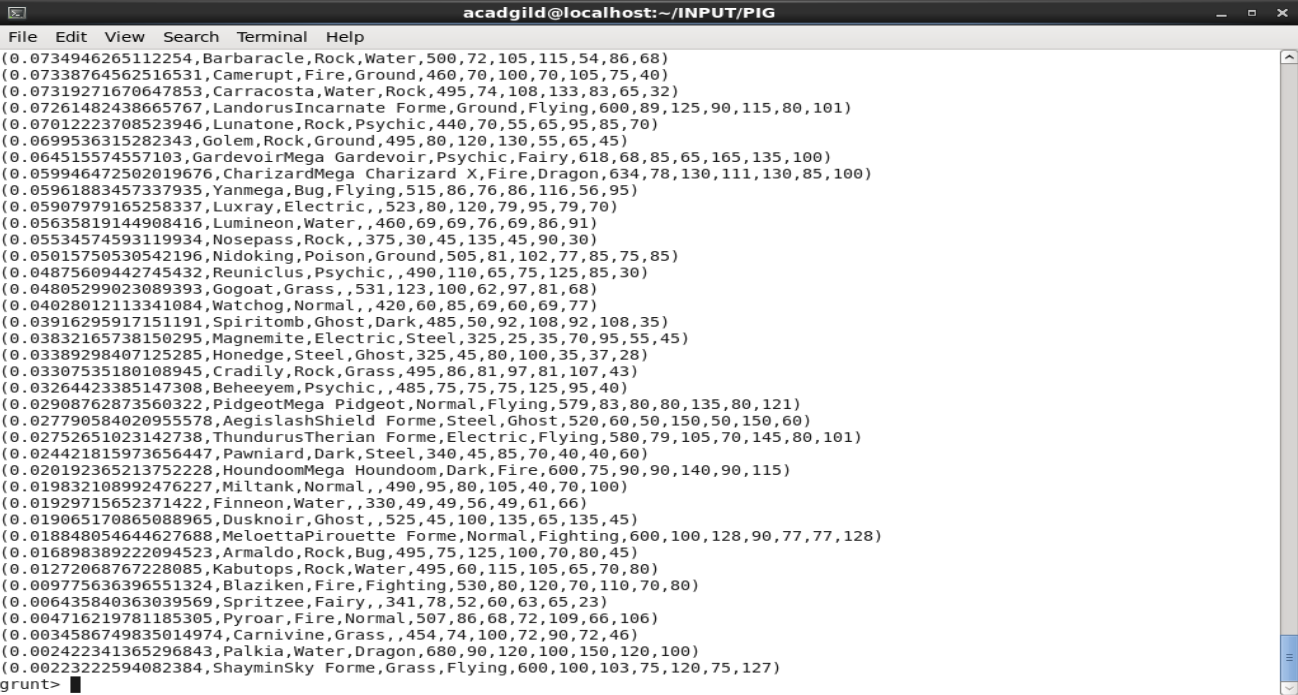
List is generated in the decreasing order by according to random no column

**random\_data2 = foreach selected\_list GENERATE RANDOM(),Name,Type1,Type2,Total,HP,Attack,Defense,SpAtk,SpDef,Speed;**

**random\_desending2 = ORDER random\_data2 BY $0 DESC;**



Output -



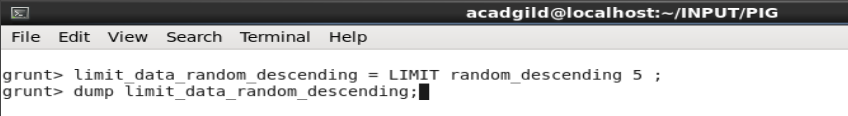
6. From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.

Ans -

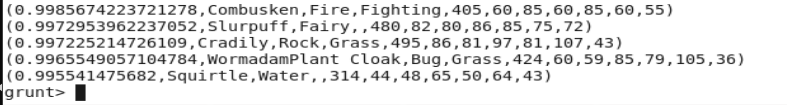
From the 2 descending list we selected the top5 by using LIMIT.

**limit\_data\_random\_desending = LIMIT random\_data 5 ;**

**dump limit\_data\_random\_desending;**

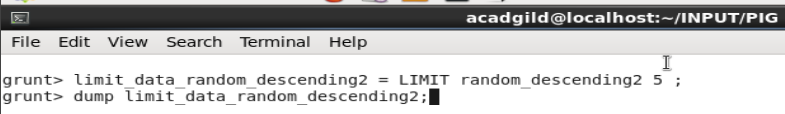


Output -

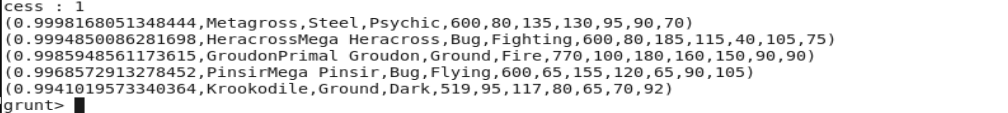


**limit\_data\_random\_desending2 = LIMIT random\_data2 5 ;**

**dump limit\_data\_random\_desending2;**



Output -



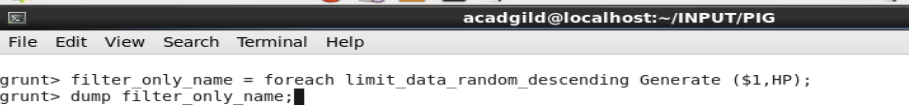
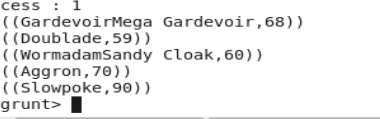
7. Store the data on a local drive to announce for the final match. By the name player1 and player2 (only show the NAME and HP).

Ans -

Using pre-defined functions we got 2 sets of 5 Pokémons, which got selected randomly.

**filter\_only\_name = foreach limit\_data\_random\_descending Generate ($1,HP);**

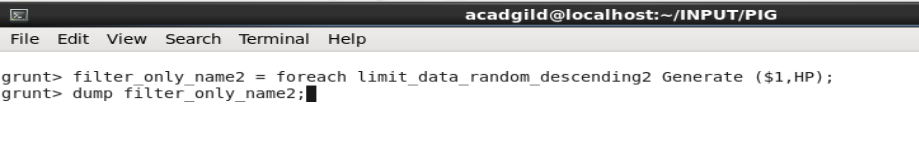
**dump filter\_only\_name;**

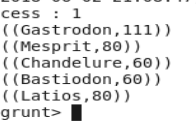


Output -

**filter\_only\_name2 = foreach limit\_data\_random\_descending2 Generate ($1,HP);**

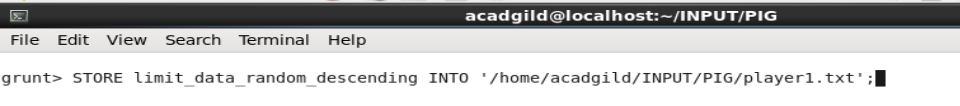
**dump filter\_only\_name2;**

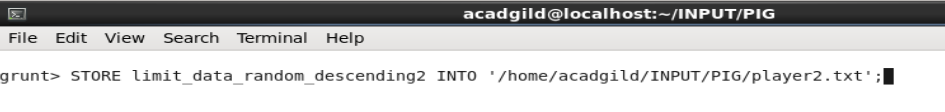
Output - 

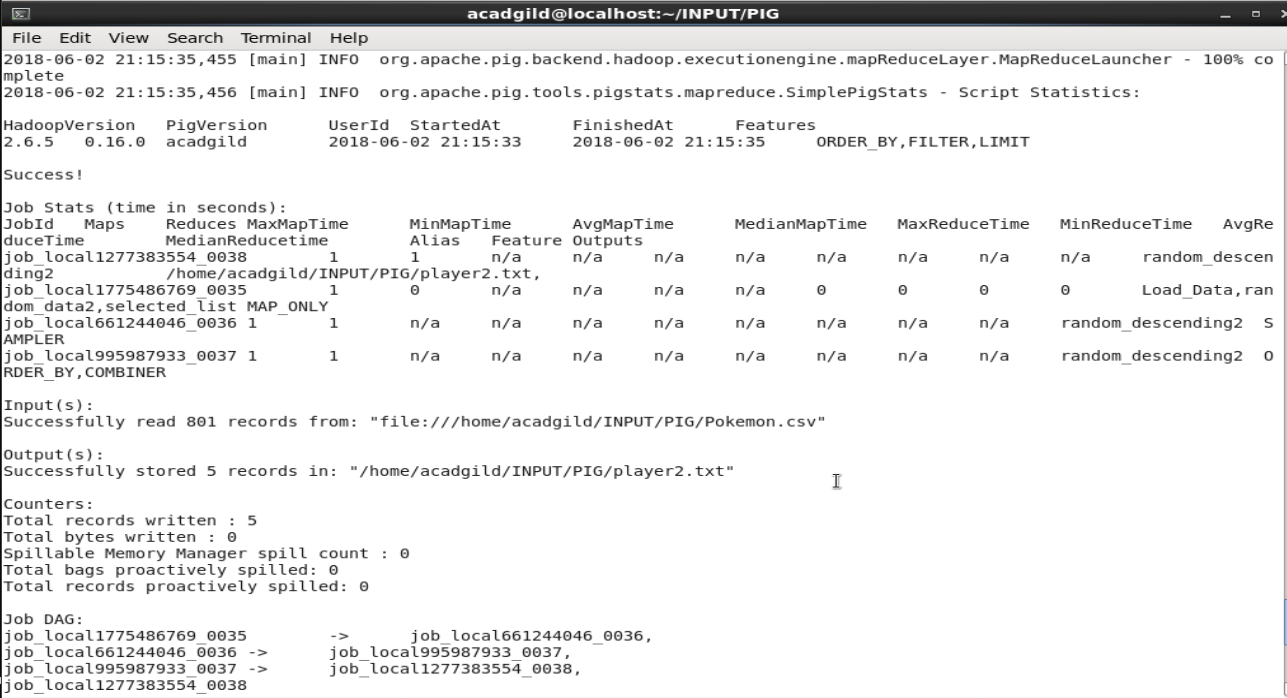


**STORE limit\_data\_random\_desending INTO ‘/home/acadgild/player1.txt’;**

**STORE limit\_data\_random\_desending2 INTO ‘/home/acadgild/player2.txt’;**





Output - 

As in the below screenshot , both file are got stored in the local file system.

