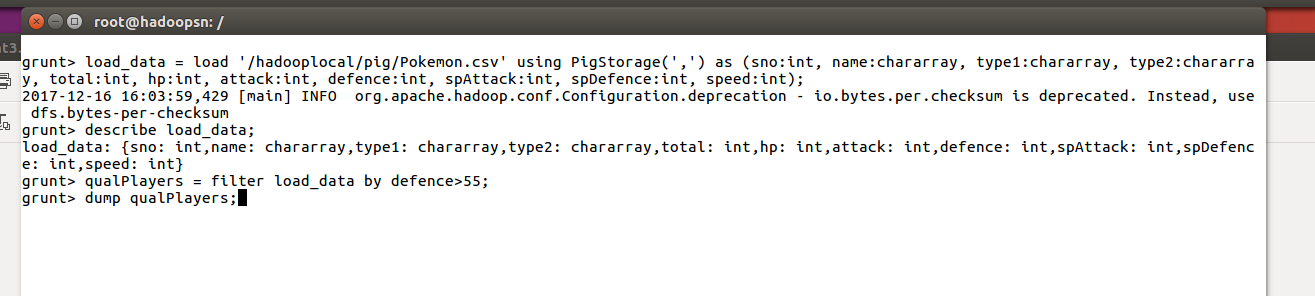
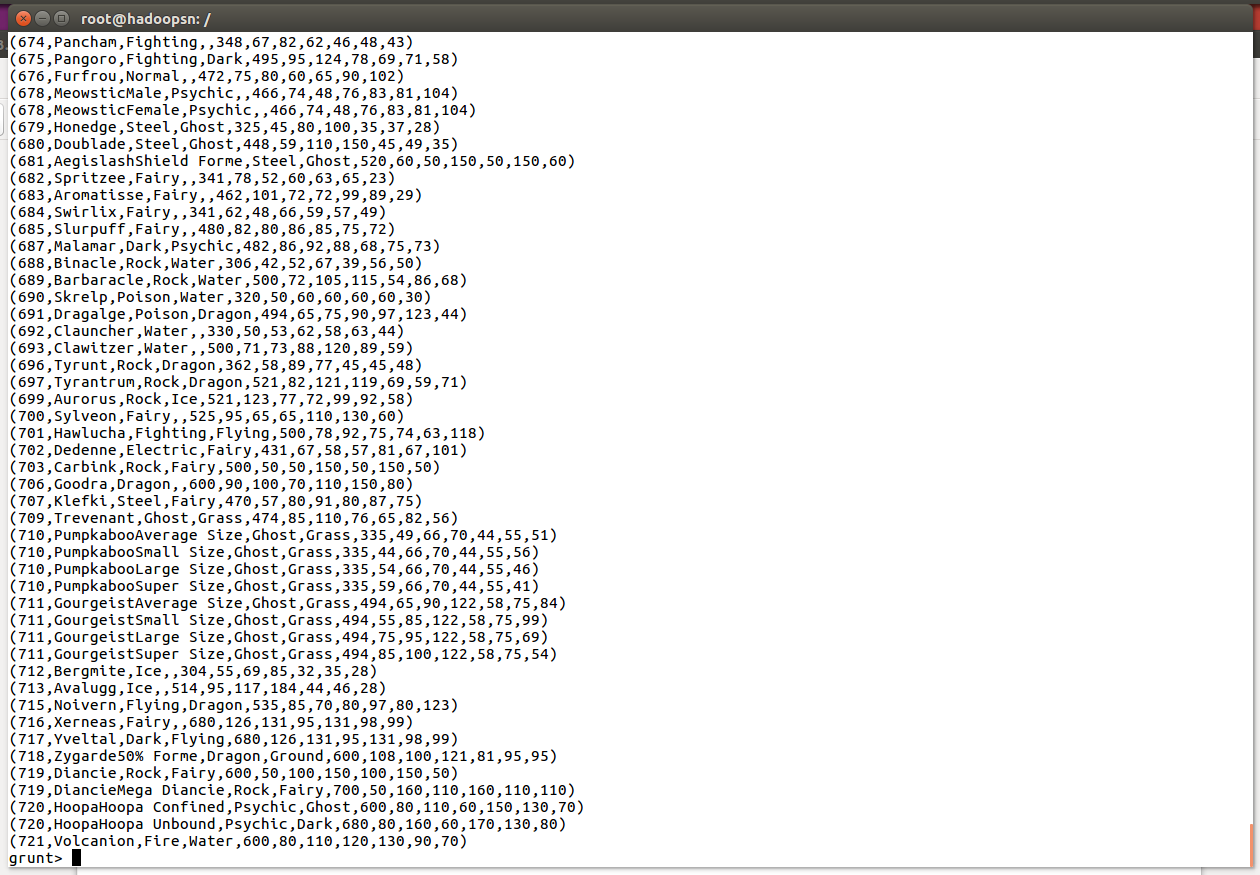
## Question 1 - Answer

* load\_data = load '/hadooplocal/pig/Pokemon.csv' using PigStorage(',') as (sno:int, name:chararray, type1:chararray, type2:chararray, total:int, hp:int, attack:int, defence:int, spAttack:int, spDefence:int, speed:int);
* qualPlayers = filter load\_data by defence>55;

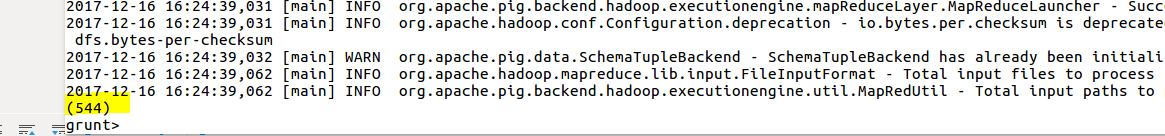


* dump qualPlayers;



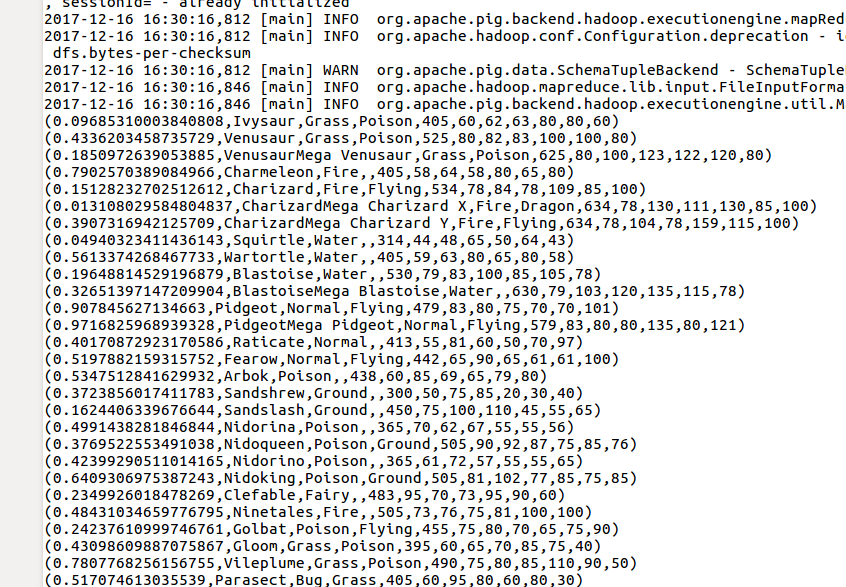
## Question 2 - Answer

* groupQualPlayers = group qualPlayers all;
* noQualPlayers = foreach groupQualPlayers generate COUNT(qualPlayers);
* dump noQualPlayers;



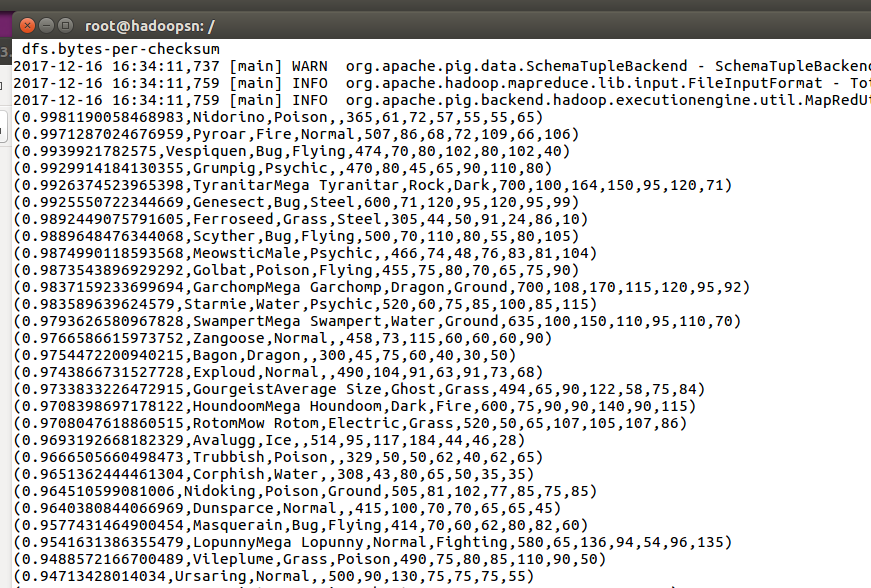
## Question 3 - Answer

* randomNum = foreach qualPlayers generate RANDOM(),name,type1,type2,total,hp,attack,defence,spAttack,spDefence,speed;



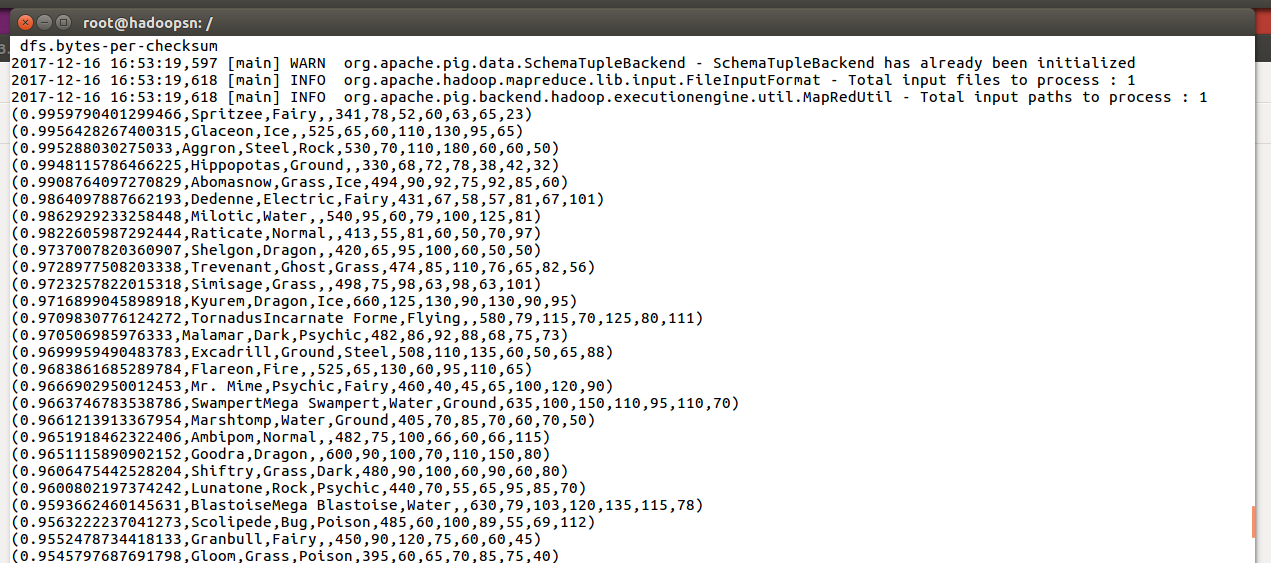
## Question 4 - Answer

* randomDesc = order randomNum by $0 desc;
* dump randomDesc;



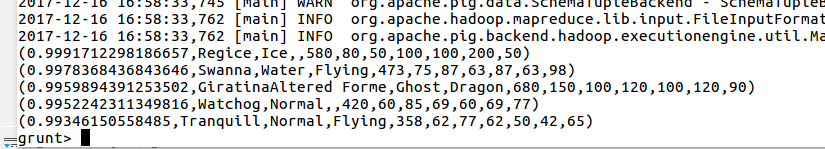
## Question 5 - Answer

* randomNum2 = foreach qualPlayers generate RANDOM(),name,type1,type2,total,hp,attack,defence,spAttack,spDefence,speed;
* randomNum2Desc = order randomNum2 by $0 desc;
* dump randomNum2Desc;

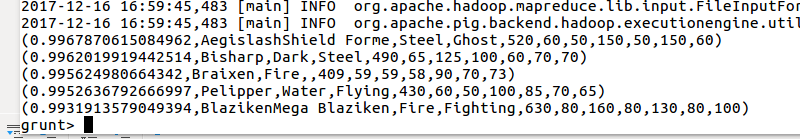


## Question 6 - Answer

* limitRandomNum = limit randomDesc 5;

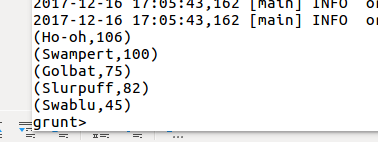


* limitRandomNum2 = limit randomNum2Desc 5;

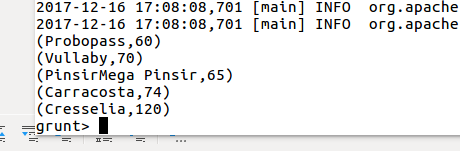


## Question 7 - Answer

* limitRandomNum\_namehp = foreach limitRandomNum generate $1,hp;
* limitRandomNum2\_namehp = foreach limitRandomNum generate $1,hp;
* dump limitRandomNum\_namehp;



* dump limitRandomNum2\_namehp;



* STORE limitRandomNum\_namehp into '/hadooplocal/pig/Player1.txt';
* STORE limitRandomNum2\_namehp into '/hadooplocal/pig/Player2.txt';

