**create table**

CREATE TABLE pokemon (Number Int,Name String,Type1 String,Type2 String,Total Int,HP Int,Attack Int,Defense Int,Sp\_Atk Int,Sp\_Def Int,Speed Int) row format delimited fields terminated BY ',' lines terminated BY '\n' tblproperties("skip.header.line.count"="1");

**load data**

load data local inpath '/home/edureka/Downloads/Pokemon.csv' INTO table pokemon;

Problem Statement 1:

Find out the average HP (Hit points) of all the Pokémon, using the below query.

Select avg(HP) as avg\_hp from pokemon;

Problem Statement 2:

Create and insert values of existing table ‘pokemon’ into a new table ‘pokemon1’, with an additional column ‘power\_rate’ to find the count of ‘powerful’ and ‘moderate’ from the table ‘pokemon1’.

create table pokemon1 as select \*, IF(HP>69.25875, 'powerful', IF(HP<69.25875, 'Moderate','powerless')) AS power\_rate from pokemon;

Problem Statement 3:

Find out the top 10 Pokémons according to their HP’s using the below query.

select COUNT(name),power\_rate from pokemon1 group by power\_rate;

Problem Statement 4:

Find out the top 10 Pokémons based on their Attack stat, using the below query.

select name,hp from pokemon1 order by hp desc limit 10;

Problem statement 5:

Find out the top 10 Pokémons based on their Defense stat, using the below query.

select name,attack from pokemon1 order by attack desc limit 10;

Problem statement 6:

Find out the top 10 Pokémons based on their total power.

select name,defense from pokemon1 order by defense desc limit 10;

Problem statement 7:

Find out the top 10 Pokémons having a drastic change in their attack and sp.attack, using the below query.

select name,(attack-sp\_atk) as atk\_diff from pokemon1 order by atk\_diff limit 10;

Problem statement 8:

Find out the top 10 Pokémons having a drastic change in their defense and sp.defense, using the below query.

select name,(defense-sp\_def) as def\_diff from pokemon1 order by def\_diff limit 10;

Problem statement 9:

Find out the top 10 fastest Pokémons, using the below query.

Select distinct(name), speed from pokemon order by speed desc limit 10;