```
Games = LOAD 'Games.txt' AS (rank:int, name:chararray, platform:chararray, year:int,
genre:chararray, publisher:chararray, northAmerica:bytearray, europe:bytearray,
japan:bytearray, restOfWorld:bytearray, global:bytearray);
DUMP Games;
```

Group by platform:
```
Games = LOAD 'Games.txt' AS (rank:int, name:chararray, platform:chararray, year:int,
genre:chararray, publisher:chararray, northAmerica:bytearray, europe:bytearray,
japan:bytearray, restOfWorld:bytearray, global:bytearray);
A = GROUP Games BY platform;
DUMP A;
```

filter by genre:
```
Games = LOAD 'Games.txt' AS (rank:int, name:chararray, platform:chararray, year:int,
genre:chararray, publisher:chararray, northAmerica:bytearray, europe:bytearray,
japan:bytearray, restOfWorld:bytearray, global:bytearray);
B = FILTER Games BY genre matches 'Sports';
DUMP B;
```

most selling game in europe:
```
Games = LOAD 'Games.txt' AS (rank:int, name:chararray, platform:chararray, year:int,
genre:chararray, publisher:chararray, northAmerica:bytearray, europe:bytearray,
japan:bytearray, restOfWorld:bytearray, global:bytearray);
C = ORDER Games BY europe DESC;
top10 = LIMIT C 25;
DUMP top10;
```

sell games more than 20 million in global:
```
Games = LOAD 'Games.txt' AS (rank:int, name:chararray, platform:chararray, year:int,
genre:chararray, publisher:chararray, northAmerica:bytearray, europe:bytearray,
japan:bytearray, restOfWorld:bytearray, global:bytearray);
D = ORDER Games BY global DESC;
top = FILTER D BY global > 20;
DUMP top;
```

most selling game since 2000 in north america