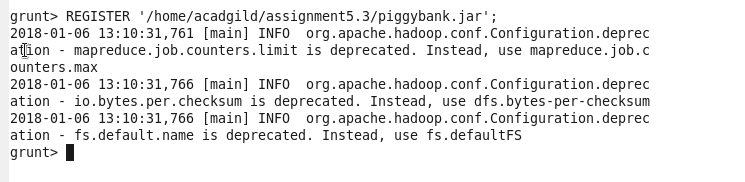
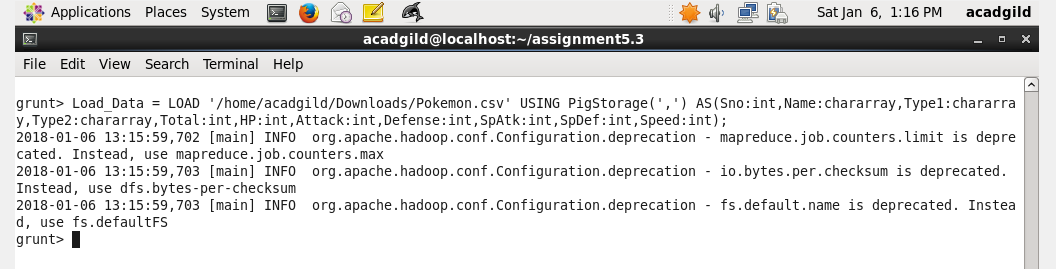
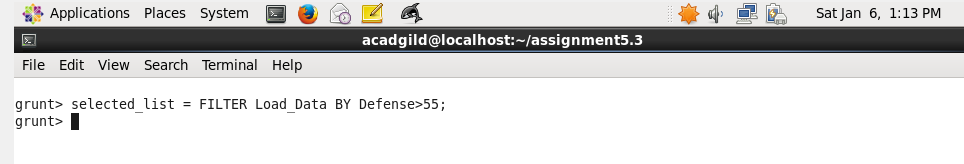
REGISTER '/home/acadgild/assignment5.3/piggybank.jar';

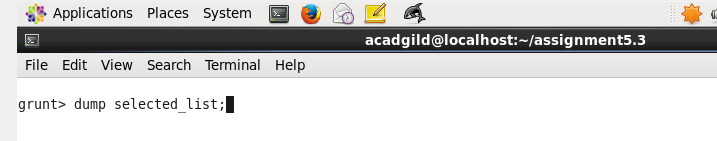


Load\_Data = LOAD ‘/home/acadgild/Downloads/Pokemon.csv’ USING PigStorage(‘,’) AS(Sno:int,Name:chararray,Type1:chararray,Type2:chararray,Total:int,HP:int,Attack:int,Defense:int,SpAtk:int,SpDef:int,Speed:int);

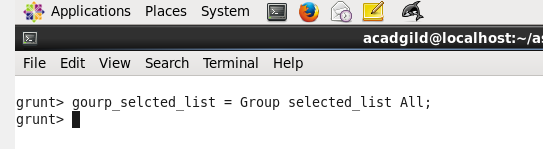


selected\_list = FILTER Load\_Data BY Defense>55;

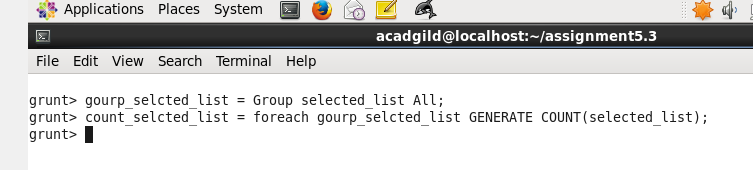


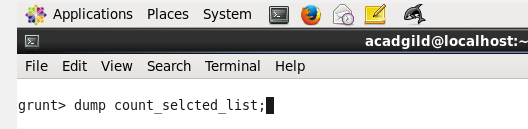


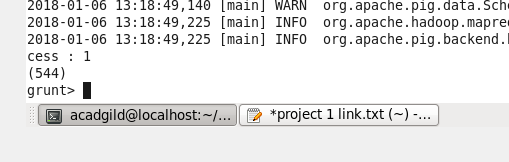
gourp\_selcted\_list = Group selected\_list All;



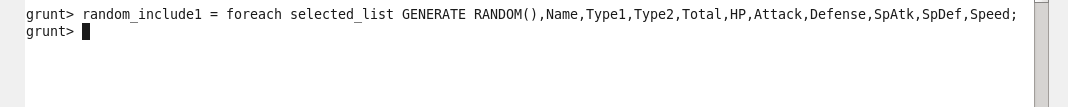
count\_selcted\_list = foreach gourp\_selcted\_list GENERATE COUNT(selected\_list);

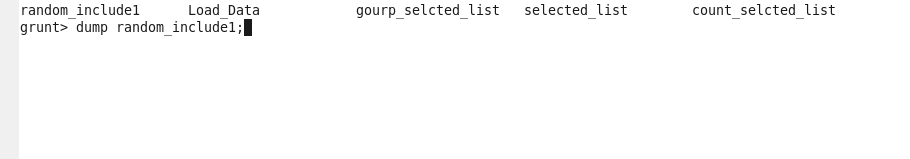


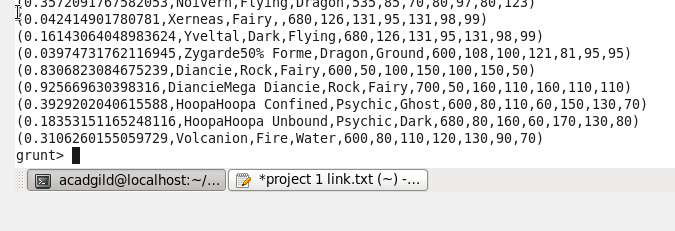




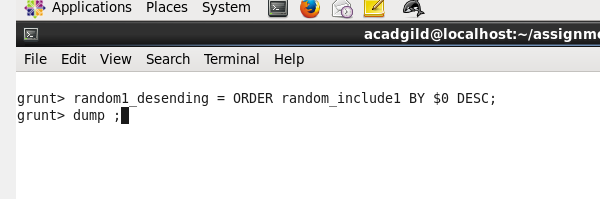
random\_include1 = foreach selected\_list GENERATE RANDOM(),Name,Type1,Type2,Total,HP,Attack,Defense,SpAtk,SpDef,Speed;

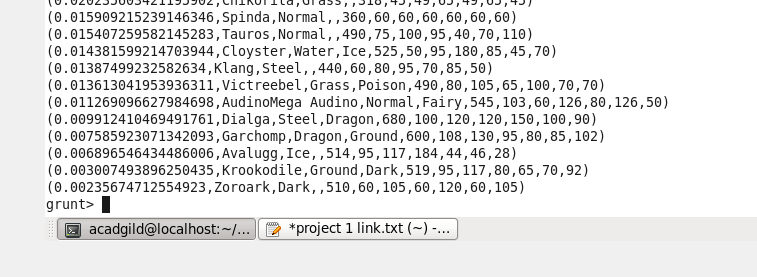




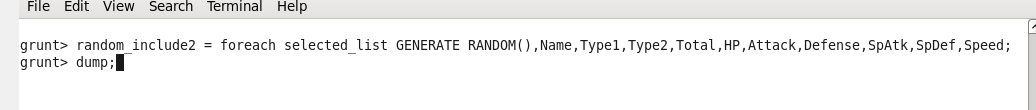


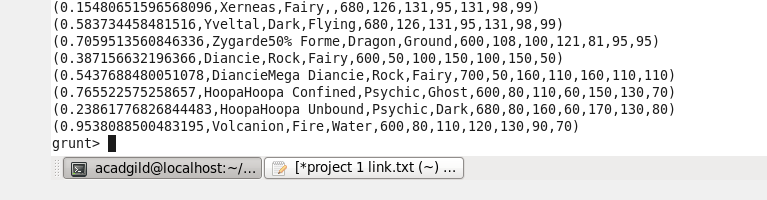
random1\_desending = ORDER random\_include1 BY $0 DESC;



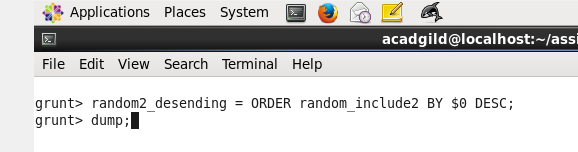


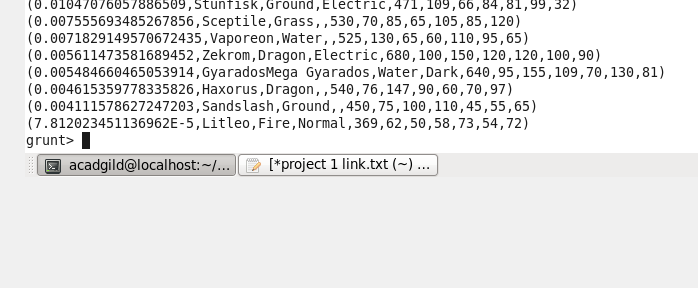
random\_include2 = foreach selected\_list GENERATE RANDOM(),Name,Type1,Type2,Total,HP,Attack,Defense,SpAtk,SpDef,Speed;



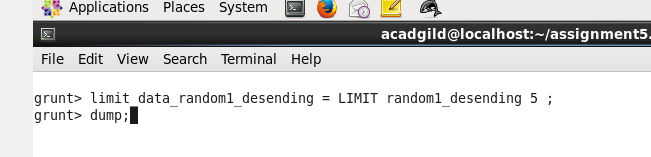


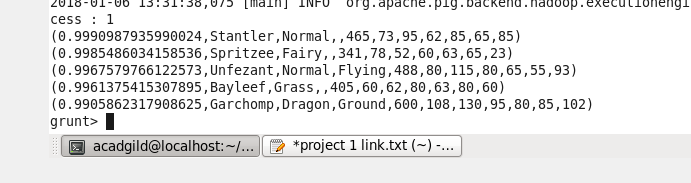
random2\_desending = ORDER random\_include2 BY $0 DESC;



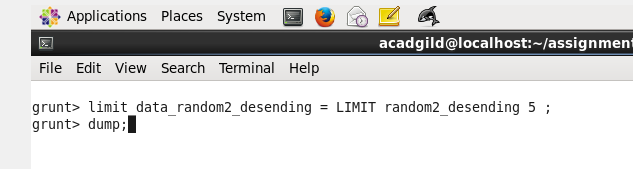


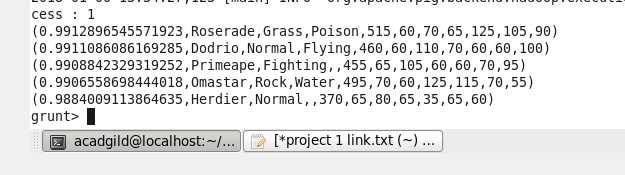
limit\_data\_random1\_desending = LIMIT random1\_desending 5 ;



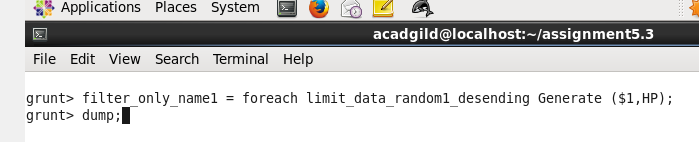


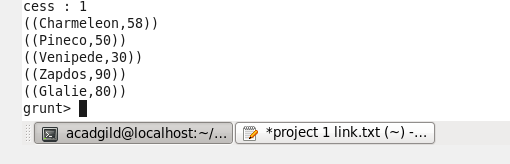
limit\_data\_random2\_desending = LIMIT random2\_desending 5 ;



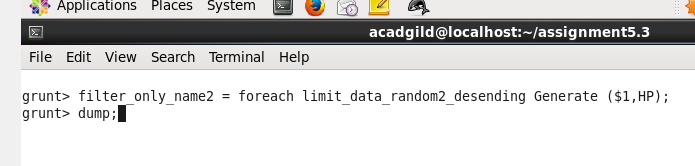


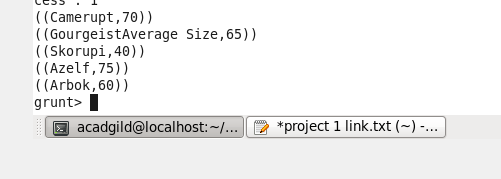
filter\_only\_name1 = foreach limit\_data\_random1\_desending Generate ($1,HP);



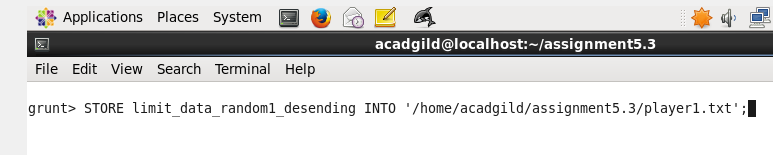


filter\_only\_name2 = foreach limit\_data\_random2\_desending Generate ($1,HP);





STORE limit\_data\_random1\_desending INTO ‘/home/acadgild/Documents/prateek/PIG/player1.txt’;



STORE limit\_data\_random2\_desending INTO ‘/home/acadgild/Documents/prateek/PIG/player2.txt’;

