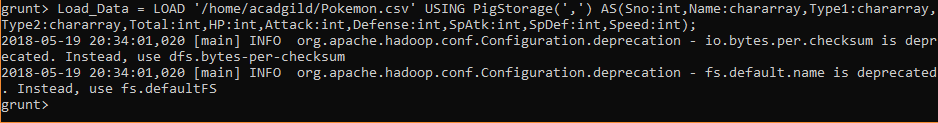
**Assignment 2.6**

Dataset: <https://drive.google.com/open?id=0ByJLBTmJojjzZTJQM2UzN2J6aUU>

Load Data:

Load\_Data = LOAD '/home/acadgild/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);

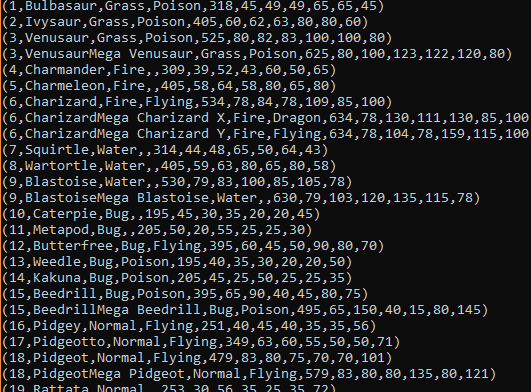


1. **Find the list of players that have been selected in the qualifying round (DEFENCE>55).**

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

dump selected\_list;





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

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

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

dump count\_selected\_list;



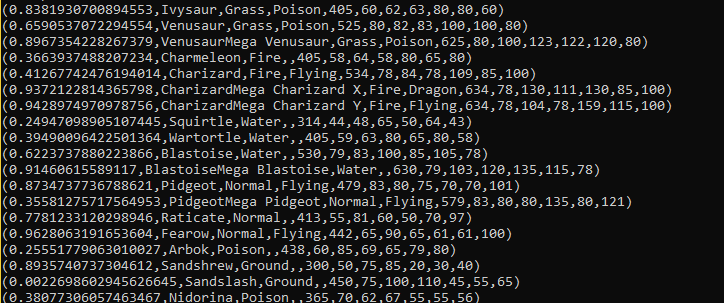


1. **Using random() generate random numbers for each Pokémon on the selected list.**

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

dump random\_include1;



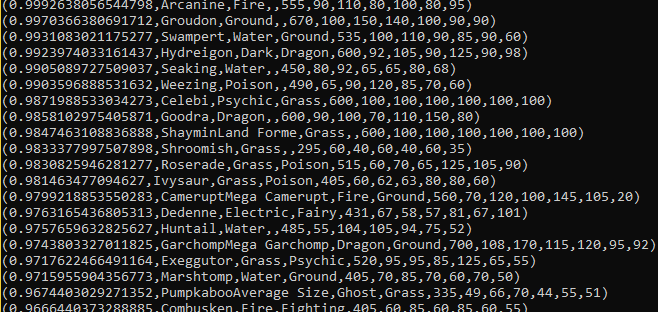


1. **Arrange the new list in a descending order according to a column randomly.**

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

dump random1\_desending;



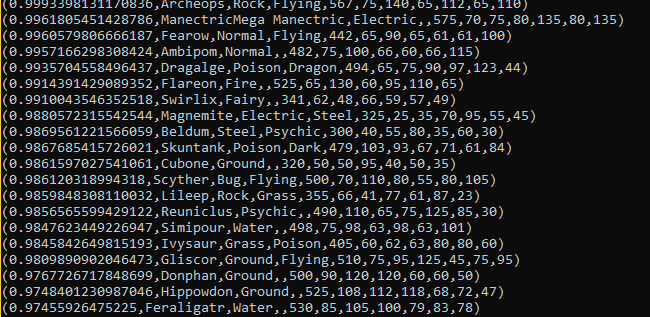


1. **Now on a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.**

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;



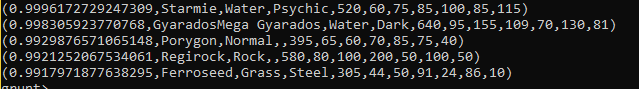


1. **From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.**

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

dump limit\_data\_random1\_desending;

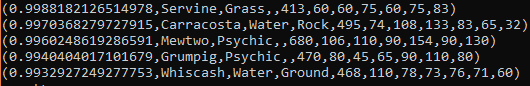




limit\_data\_random2\_desending = LIMIT random2\_desending 5 ;

dump limit\_data\_random2\_desending;



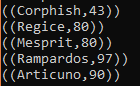


1. Store the data on a local drive to announce for the final match. By the name player1 and player2 (only show the NAME and HP).

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

dump;

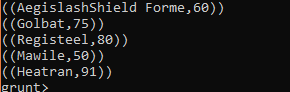




filter\_only\_name2 = foreach limit\_data\_random2\_desending Generate ($1,HP);

dump;





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

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



