**Assignment 5.3:**

**use case present in below blog link and share the complete steps along with**

**screenshot(s) from your end.**

**NOTE: You must submit a word file containing steps and screenshots.**

[**https://acadgild.com/blog/pig-use-case-pokemon-data-analysis/**](https://acadgild.com/blog/pig-use-case-pokemon-data-analysis/)

load\_data1 = load ‘/home/acadgild/azhar/ASS5.3/Pokémon.csv’ USING org.apache.pig.piggybank.storage.CSVExcelStorage(',','NO\_MULTILINE','UNIX','SKIP\_INPUT\_HEADER');

load\_data = foreach load\_data1 generate $1 as name,$2 as type1,$3 as type2,(int)$4 as total,(int)$5 as HP,(int)$6 as Attack,(int)$7 as Defence,(int)$8 as SPATK,(int)$8 as SPDEF,(int)$9 as Speed;

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

**Explanation:**

*Command*

selected\_list = FILTER load\_data BY Defence>55;

#### Ques 2: State the number of players taking part in the competition after getting selected in the qualifying round.

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

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

#### Ques 3: 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,Defence,SPATK,SPDEF,Speed;

#### Ques 4: Arrange the new list in a descending order according to a column randomly.

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

#### Ques 5: 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,Defence,SPATK,SPDEF,Speed;

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

#### Ques: 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 ;

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

#### Ques: 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);

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

STORE filter\_only\_name1 INTO ‘/home/acadgild/azhar/ASS5.3/player1.txt’;

STORE filter\_only\_name2 INTO ‘/home/acadgild/azhar/ASS5.3/player2.txt’;

