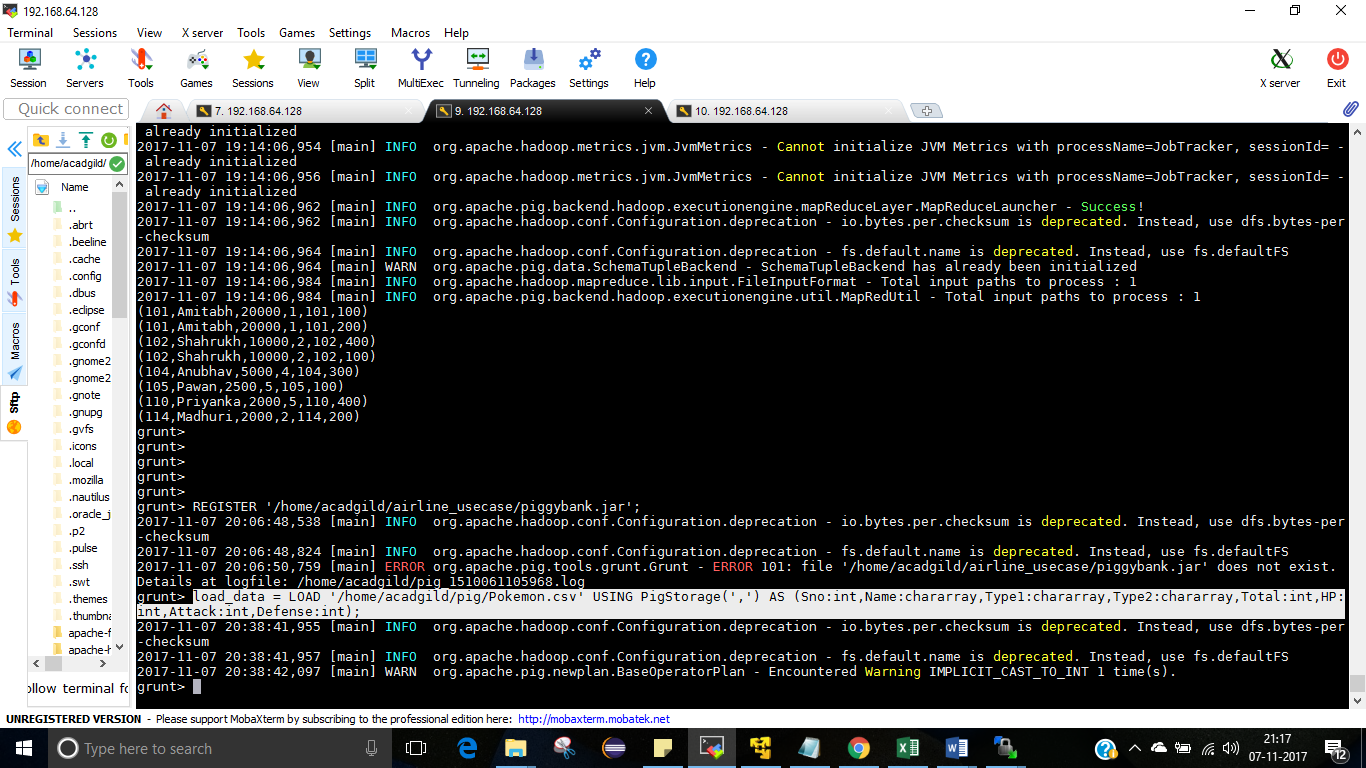
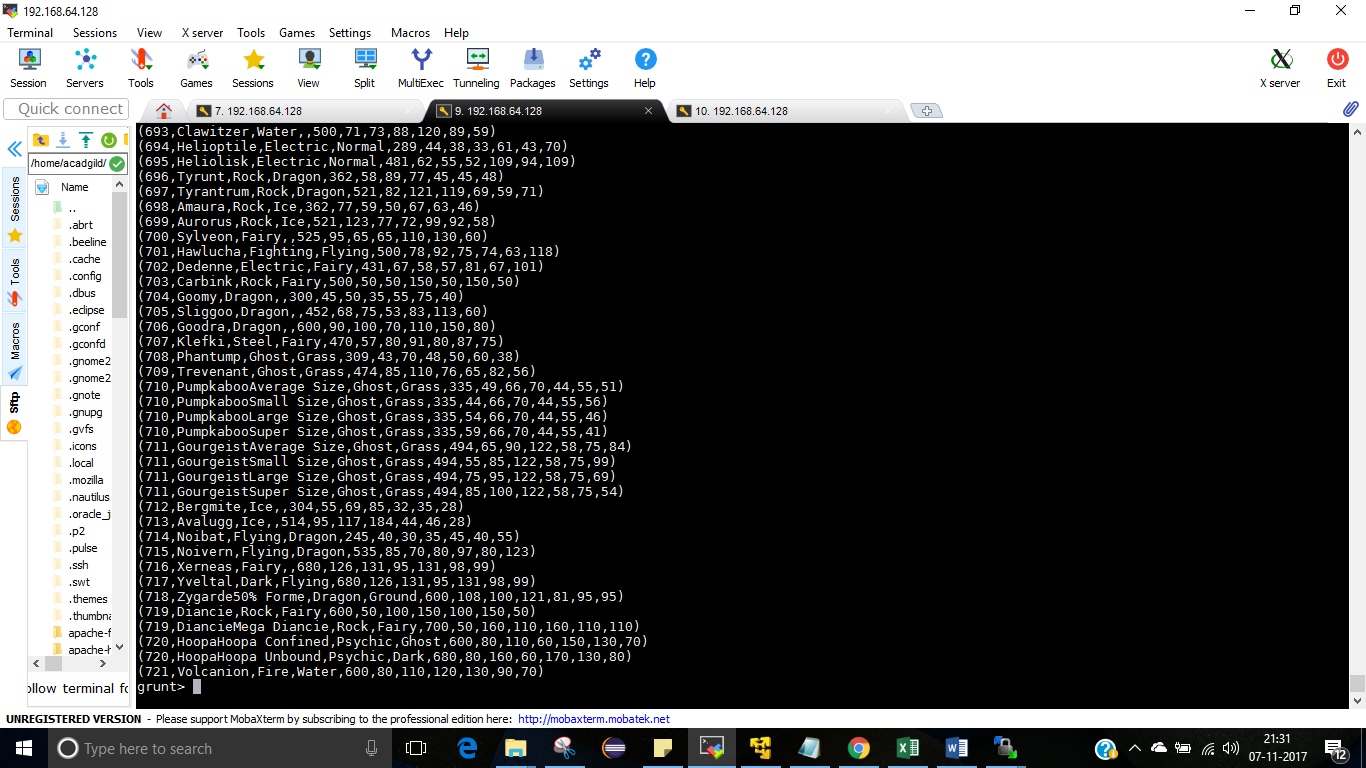
load\_data = LOAD '/home/acadgild/pig/Pokemon.csv' USING PigStorage(',') AS (Sno:int,Name:chararray,Type1:chararray,Type2:chararray,Total:int,HP:int,Attack:int,Defense:int ,SpAtk:int , SpDef:int , Speed:int);

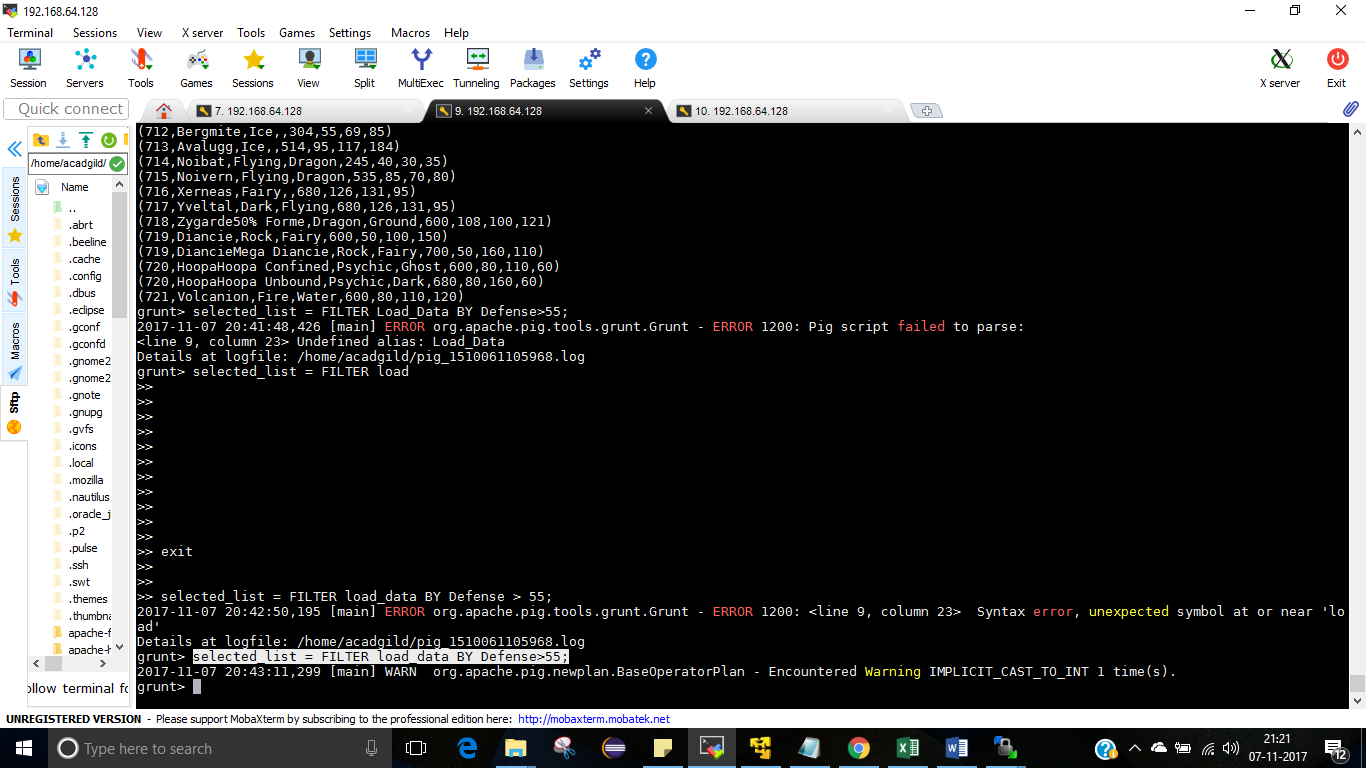


DUMP load\_data;

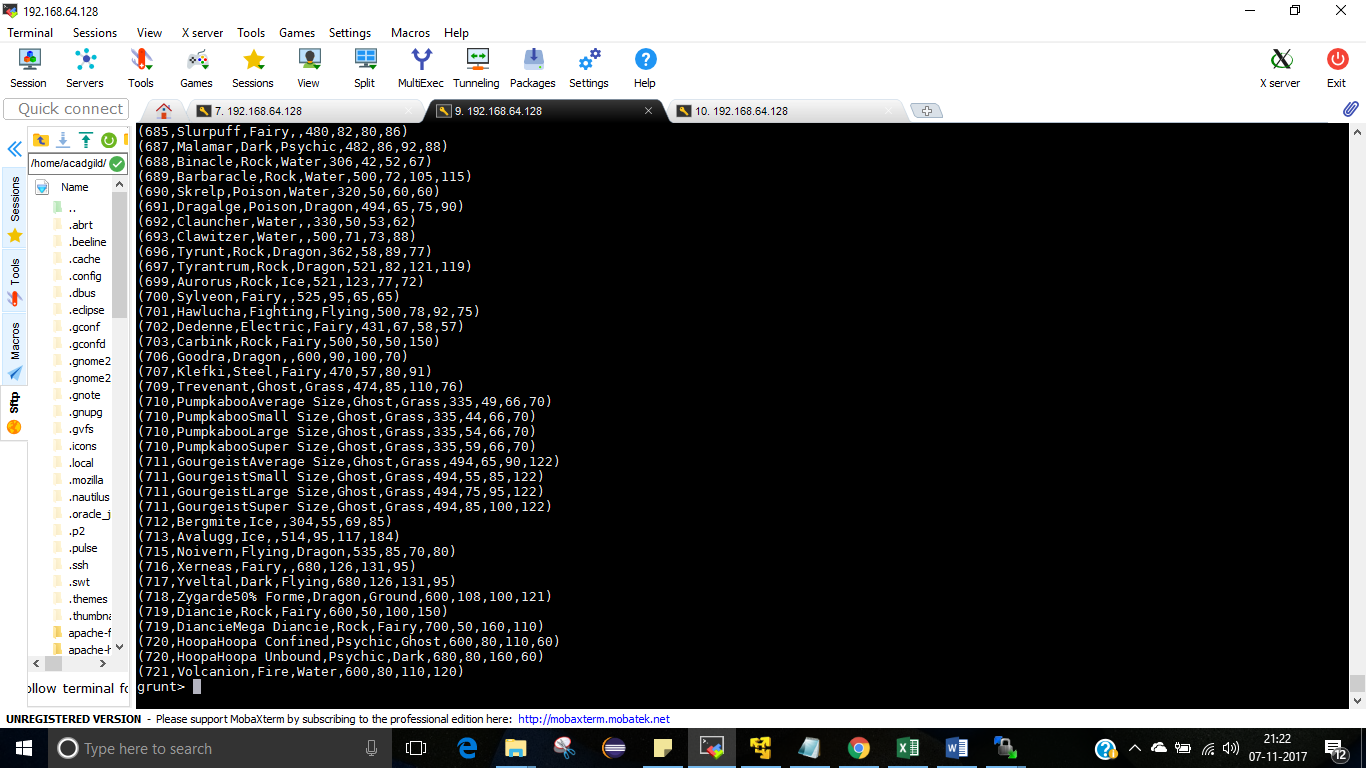


**Ques 1: Find the list of players that have been selected in the qualifying round (DEFENCE>55).**

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



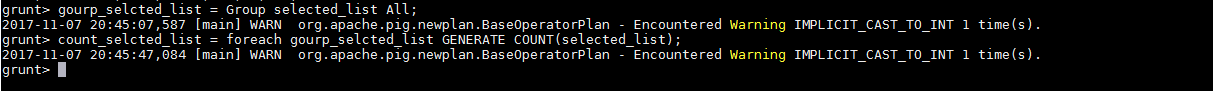
DUMP selected\_list;



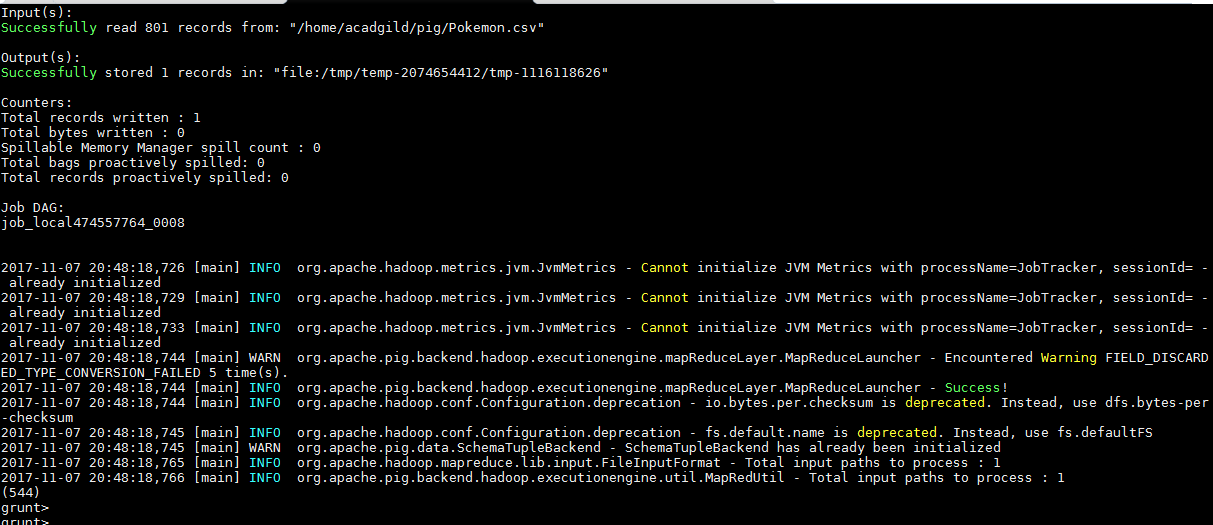
#### Ques 2: State the number of players taking part in the competition after getting selected in the qualifying round.

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

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



Dump;

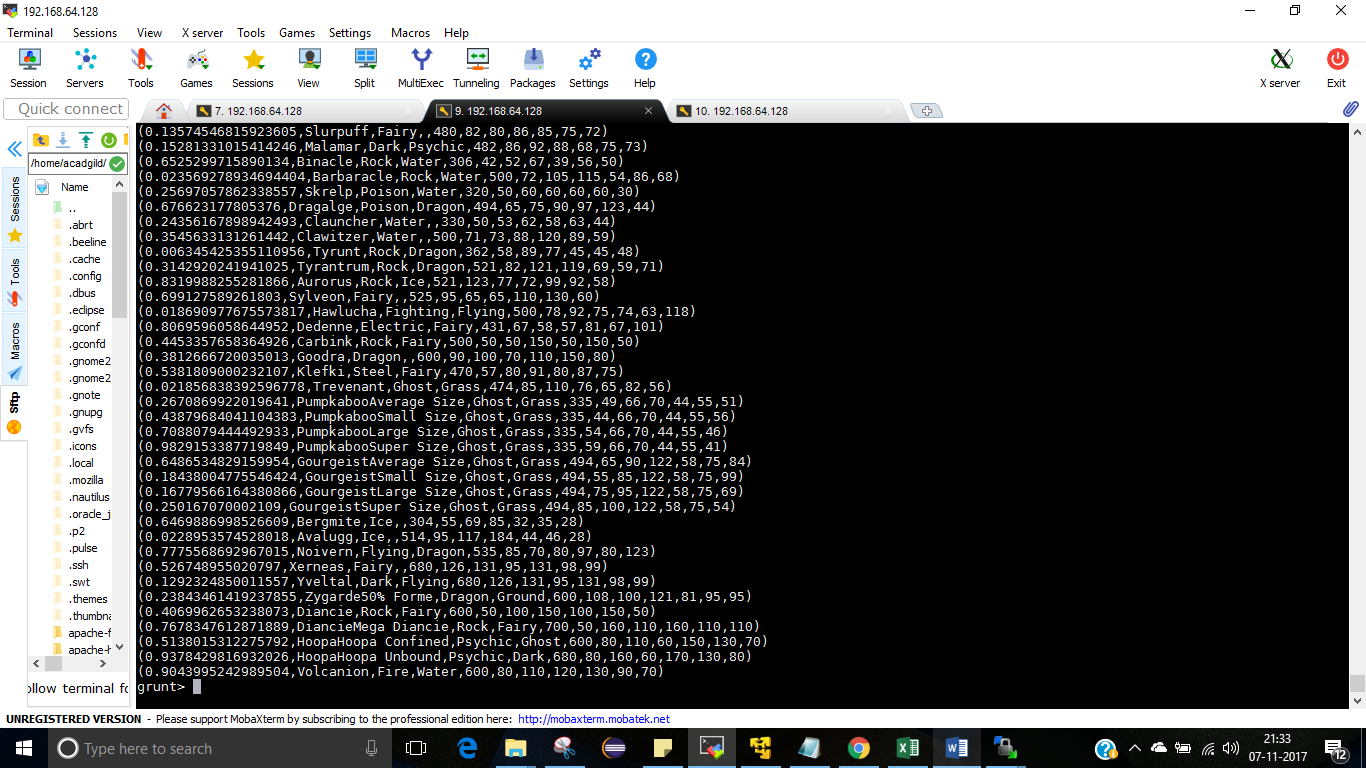


#### Ques 3: Using random() generate random numbers for each Pokémon on the selected list.

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



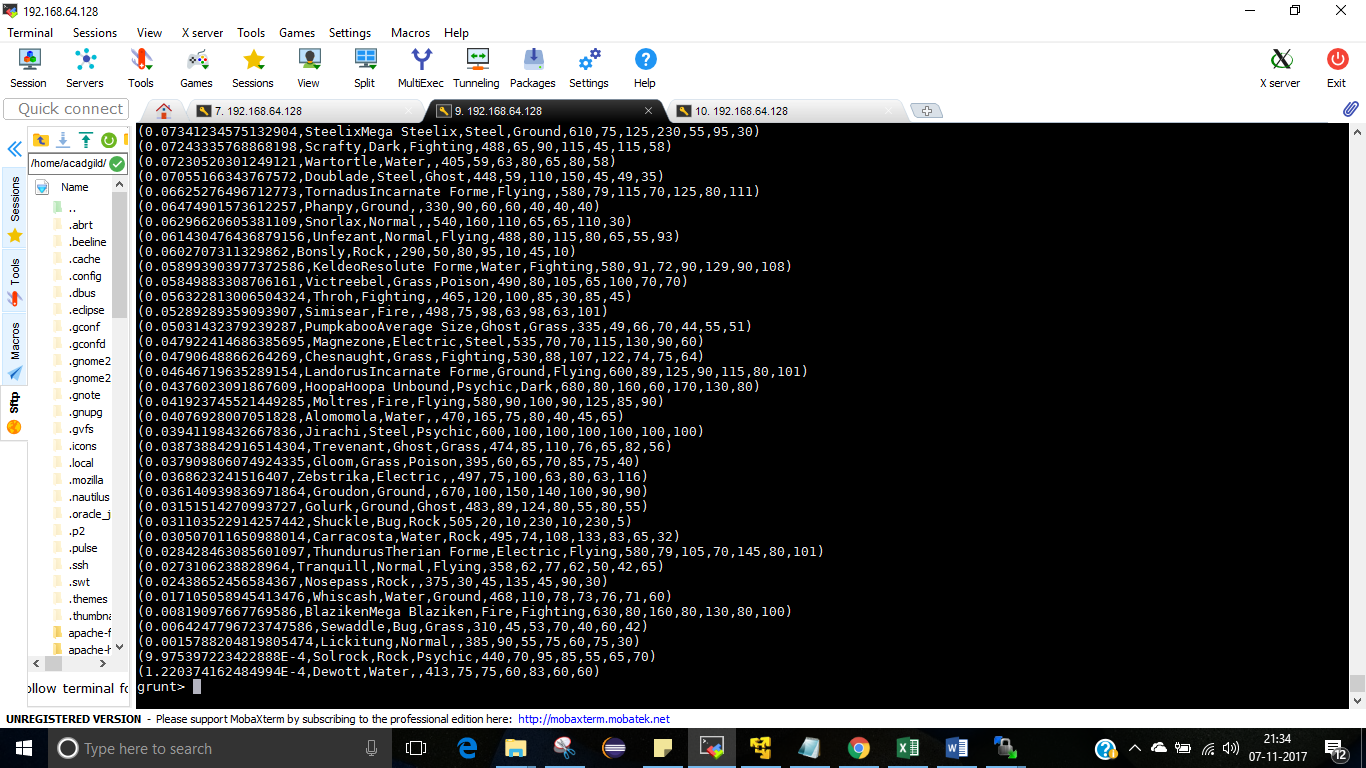
DUMP random\_include1;



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



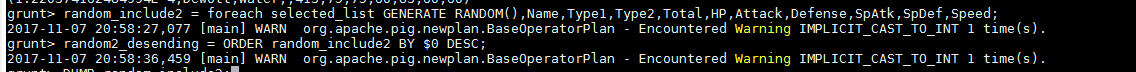
DUMP random1\_desending;



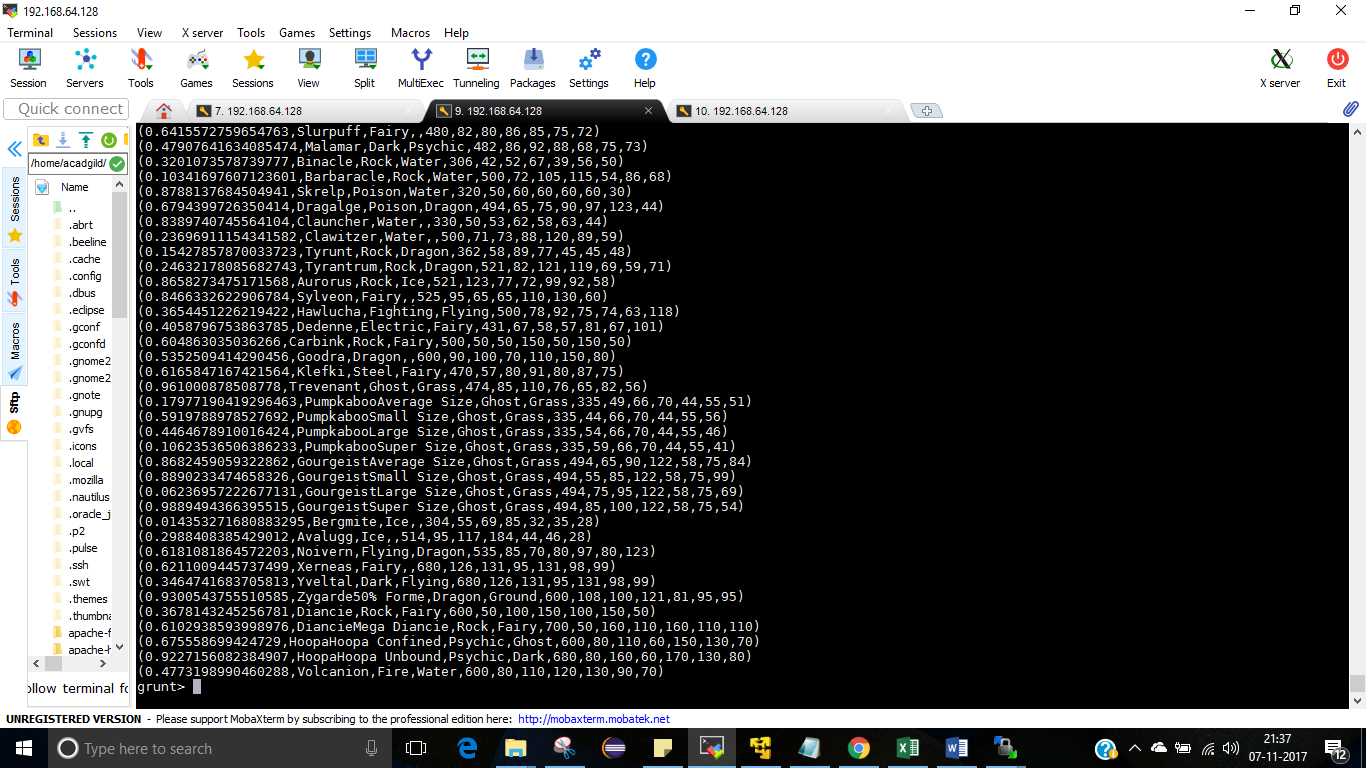
#### Ques 5: Now on a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.

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

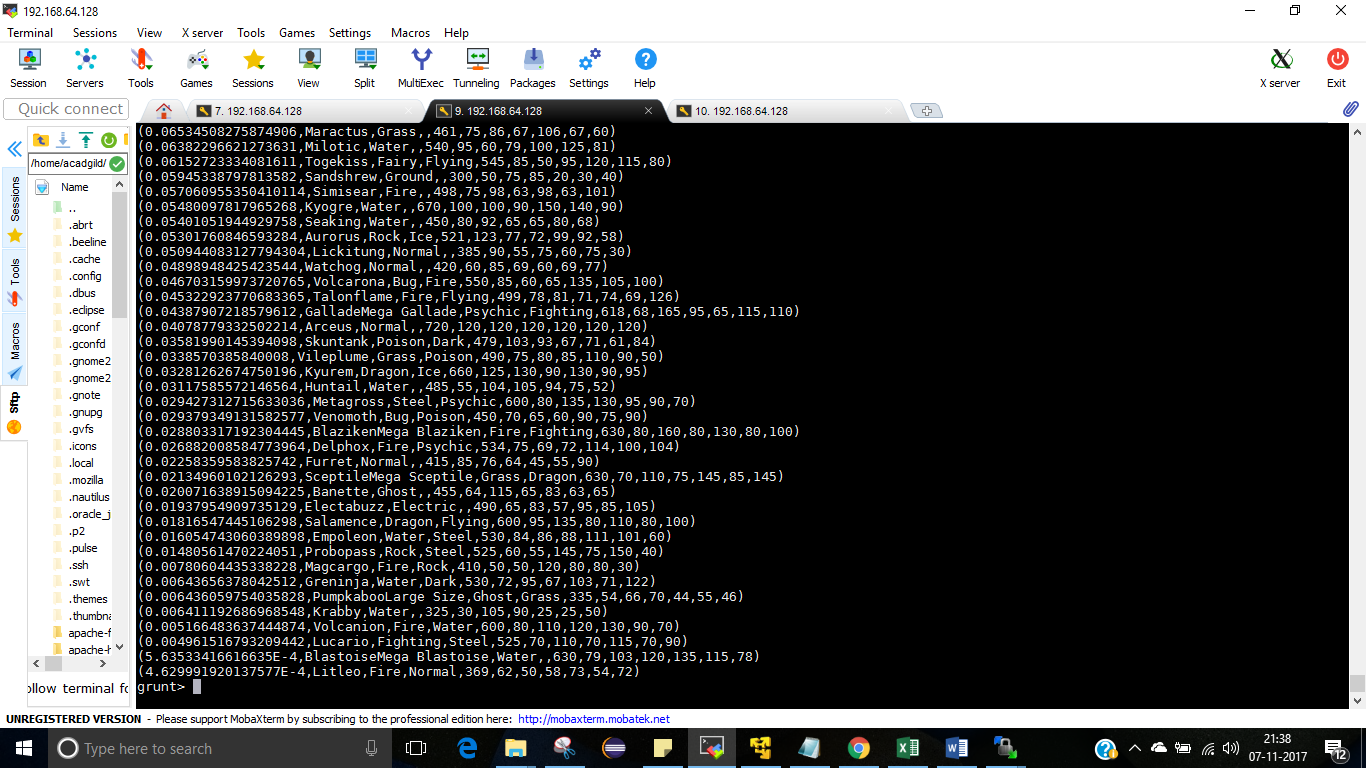
random2\_desending = ORDER random\_include2 BY $0 DESC;



DUMP random\_include2;



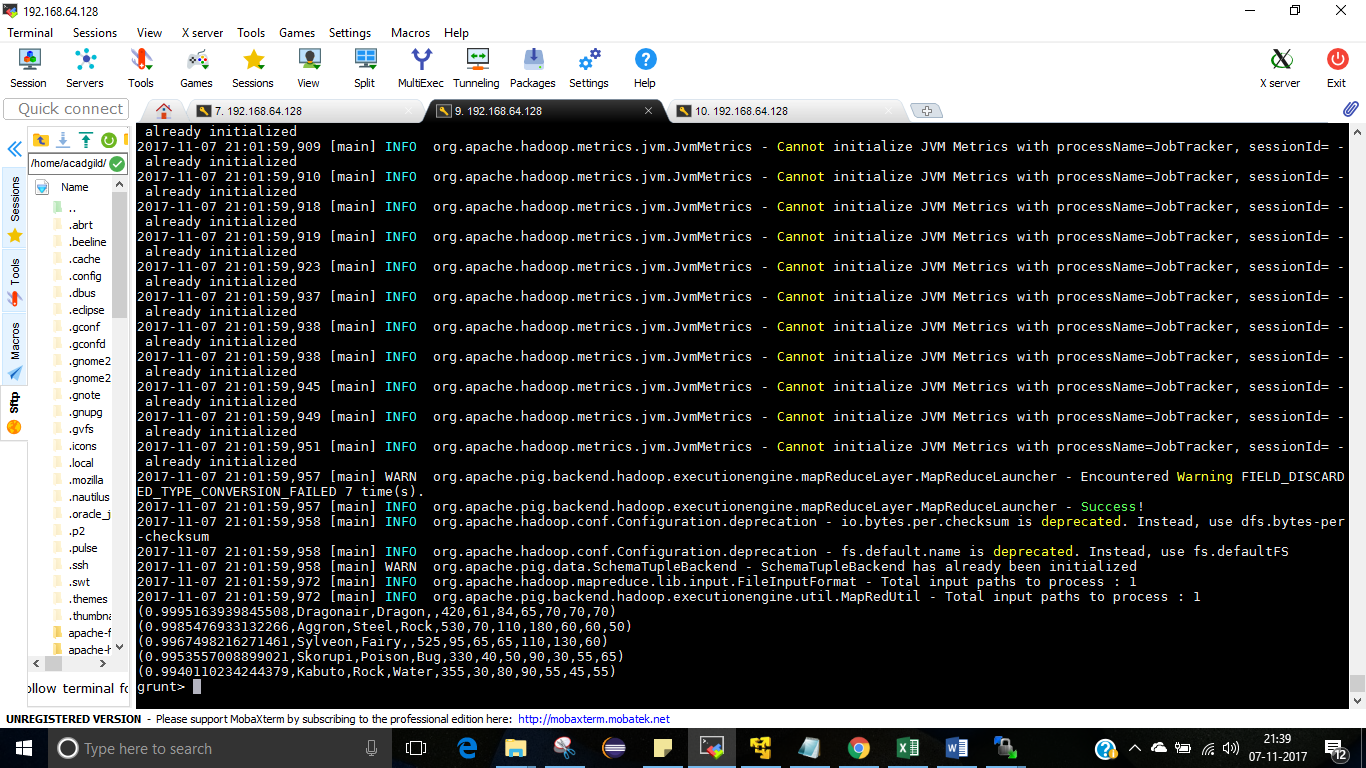
DUMP random2\_desending;



#### Ques: From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.

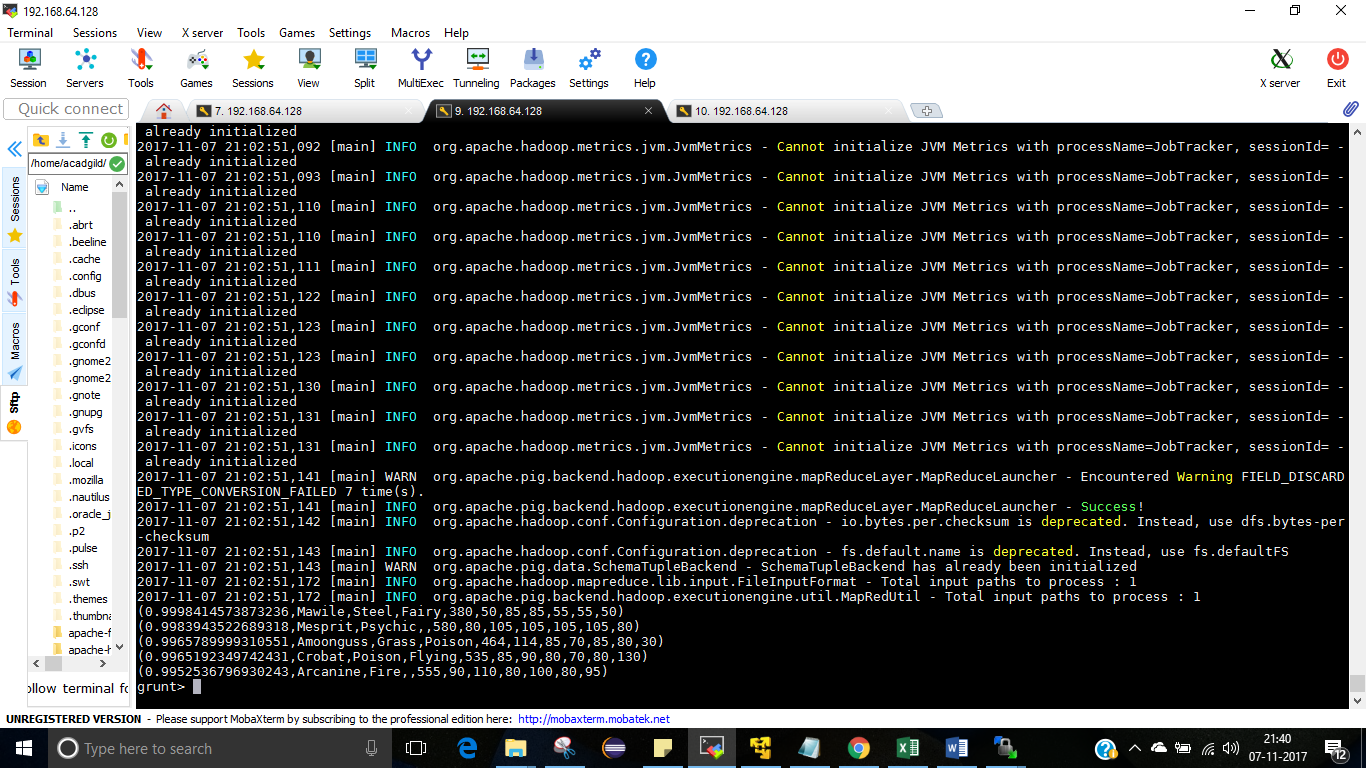
limit\_data\_random1\_desending = LIMIT random1\_desending 5 ;

DUMP limit\_data\_random1\_desending;



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

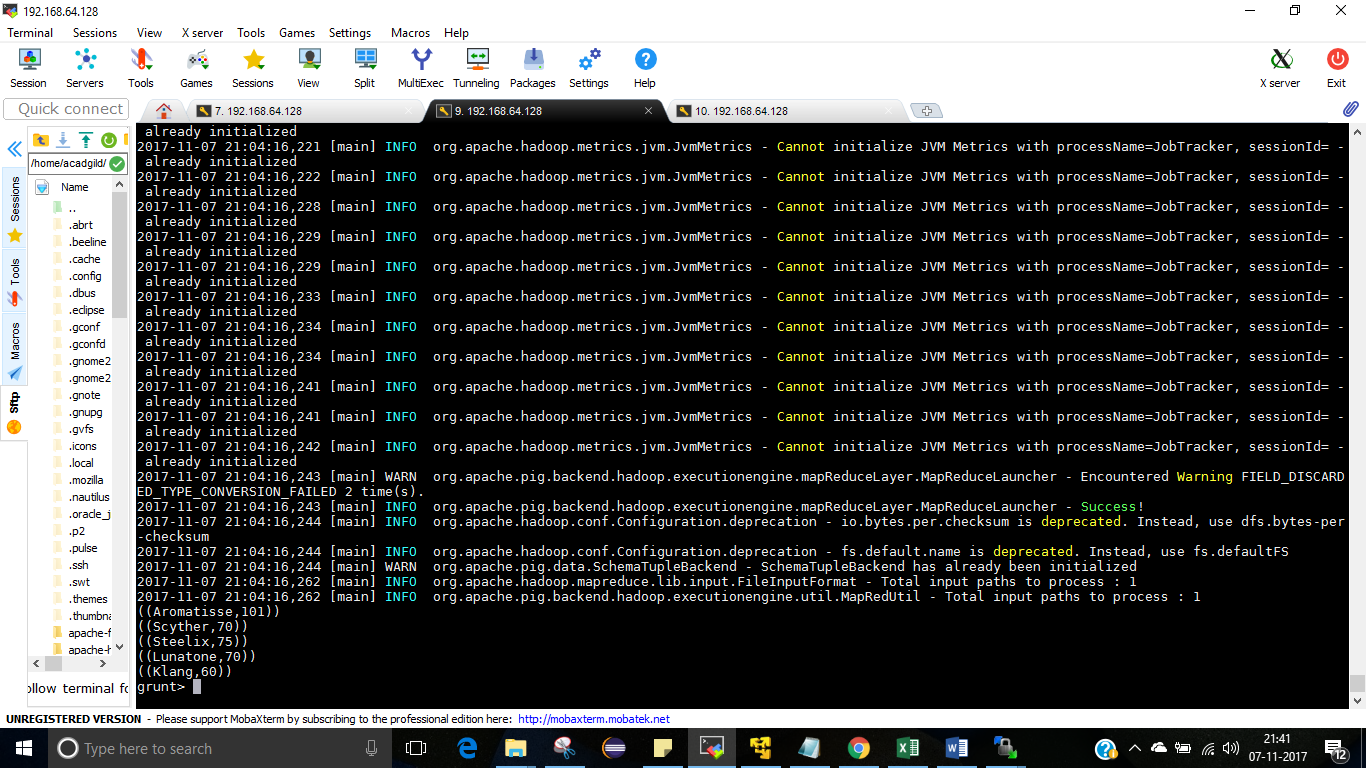
DUMP limit\_data\_random2\_desending;



#### 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);

DUMP filter\_only\_name1;



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

DUMP filter\_only\_name2;

