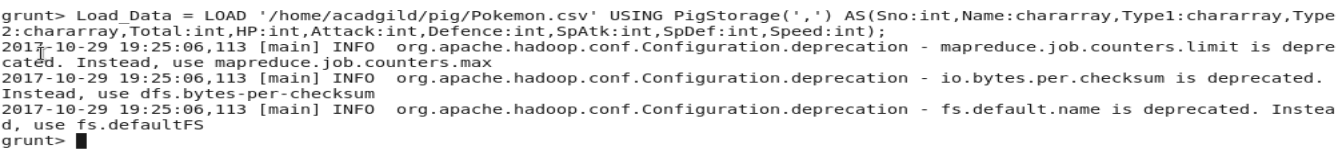
Pokemon Use Case Analysis

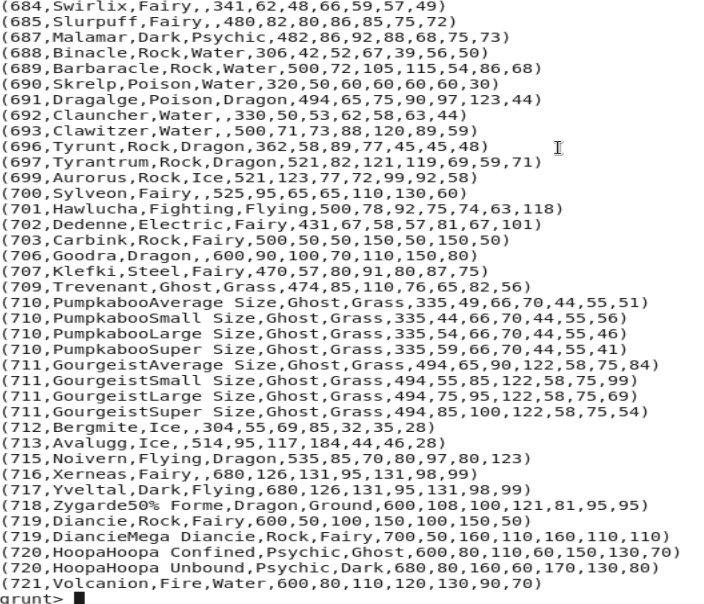
Data is loaded from the Pokemon.csv file to the Pig table using below commands given in the screenshot



1)Command:

Selected\_list = filter Load\_Data by Defence>55;

Output:

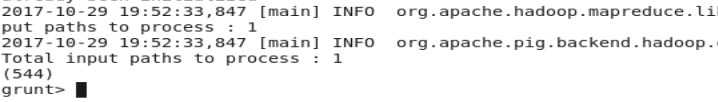


2)

Command:

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

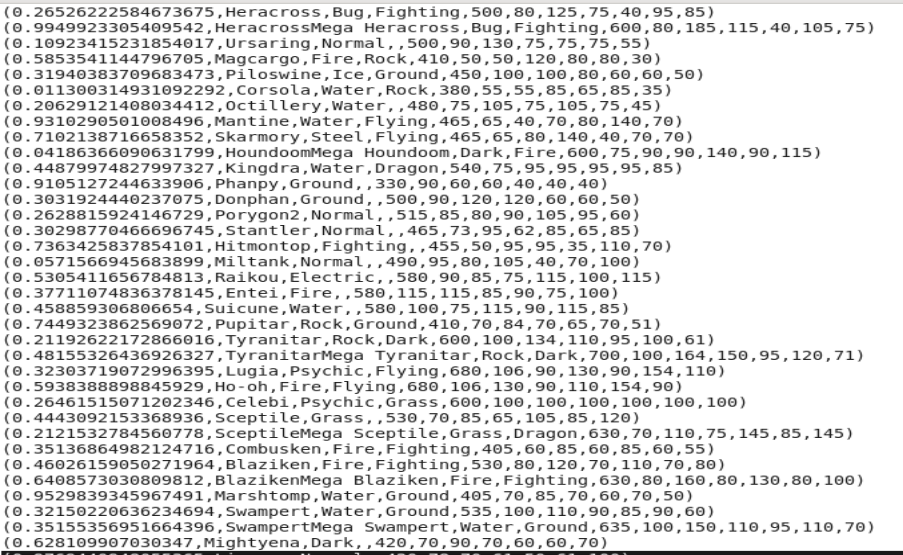
Count\_selected\_list= foreach Group\_selected\_list GENERATE COUNT(selected\_list) ;



3)

Command:

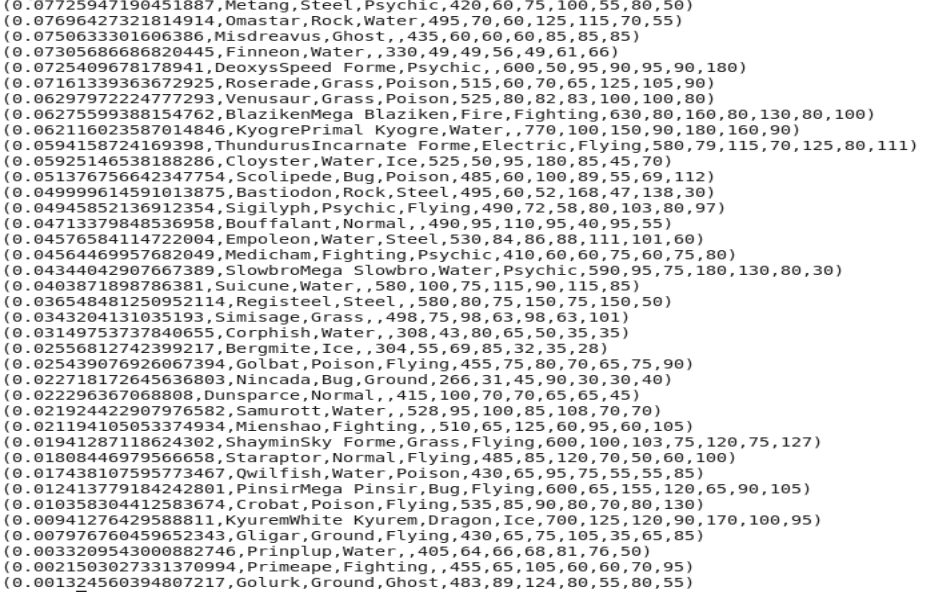
random\_include1 = foreach selected\_list GENERATE RANDOM(),Name,Type1,Type2,Total,HP,Attack,Defense,SpAtk,SpDef,Speed;



4)

Command:

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

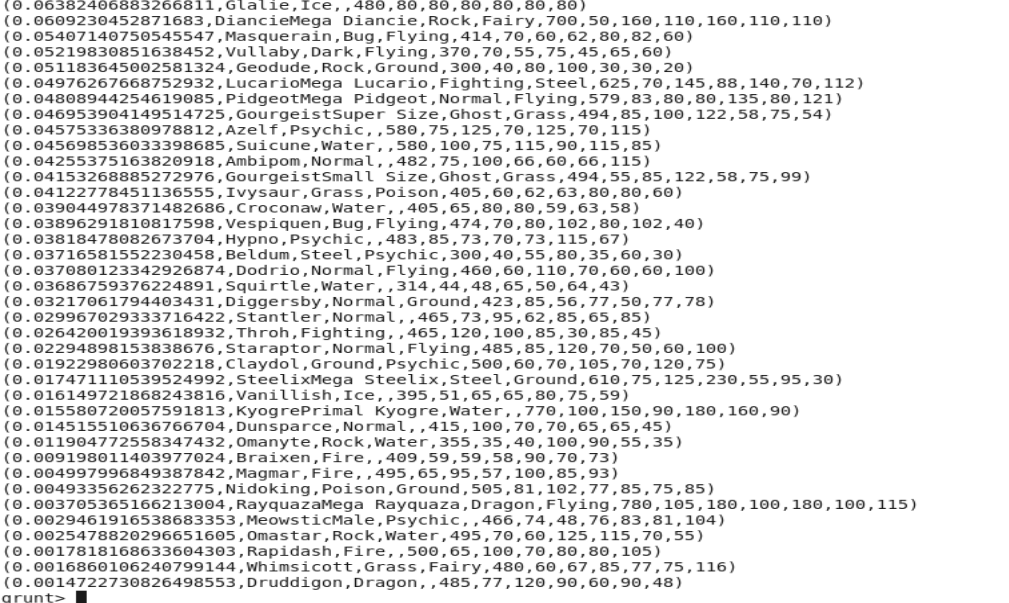


5.

Command Line:

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;



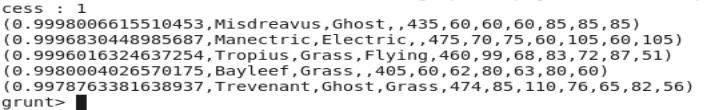
6.

Command Line:

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

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

dump limit\_data\_random1\_desending;



dump limit\_data\_random2\_desending;

