Assignment 53

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

Code :

Load\_Data = LOAD ‘/home/acadgild/Pokémon.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;

DUMP selected\_list;

Problem 2 State the number of players taking part in the competition after getting selected in the qualifying round;

Code:

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

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

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

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

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

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

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

Code:

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;

Problem 6 :From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.

Code:

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

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

Problem 7 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).

Code:

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

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