Session 5 Assignment 3

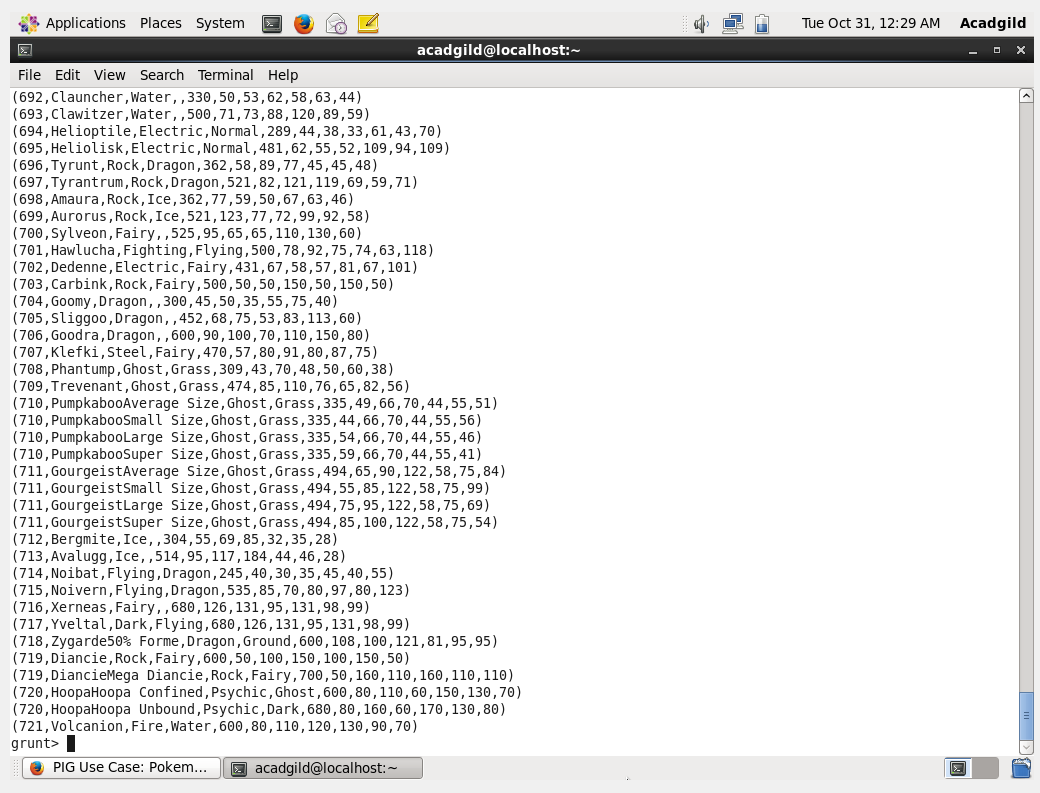
**Load Data:**

Load\_Data = LOAD ‘/home/acadgild/Kushal/Session5/Assignment3/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);

Screnshots ->

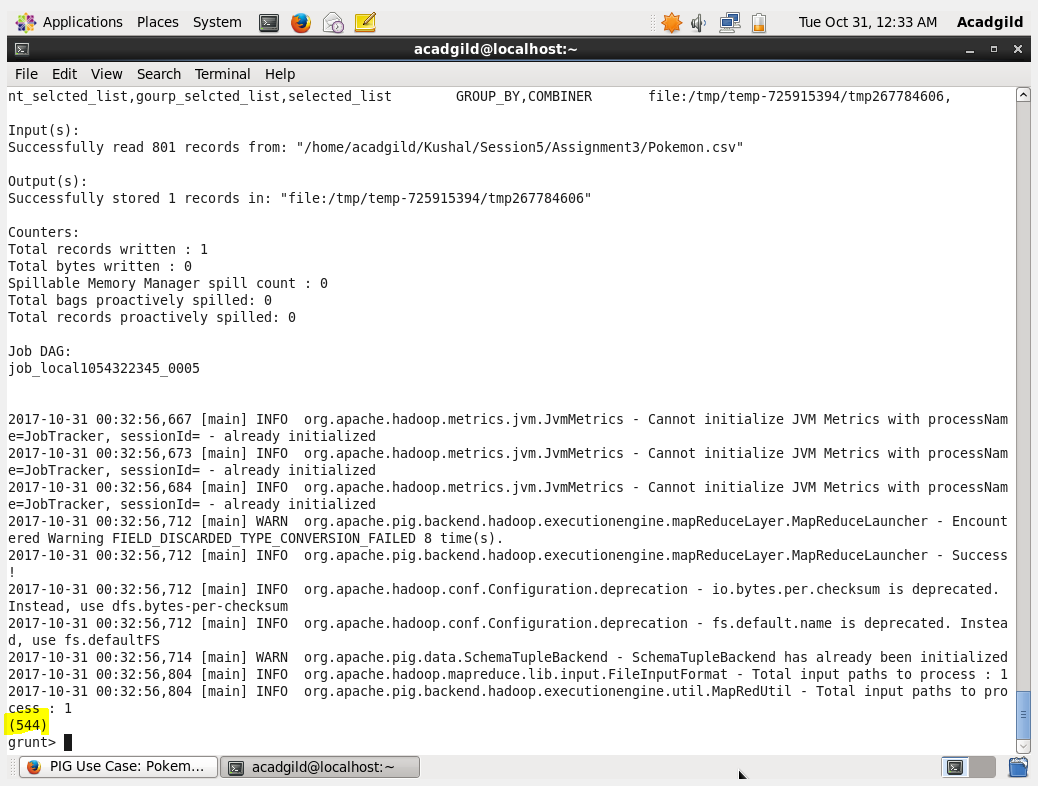
Question 1:

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



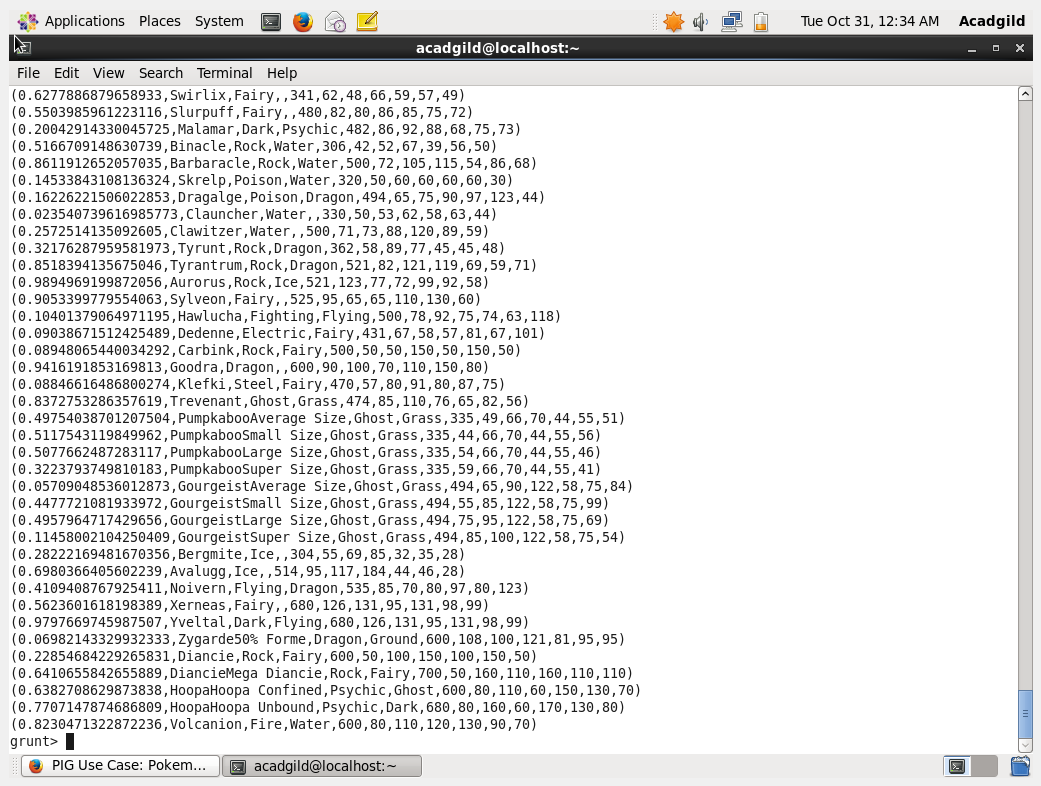
Question 2:

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



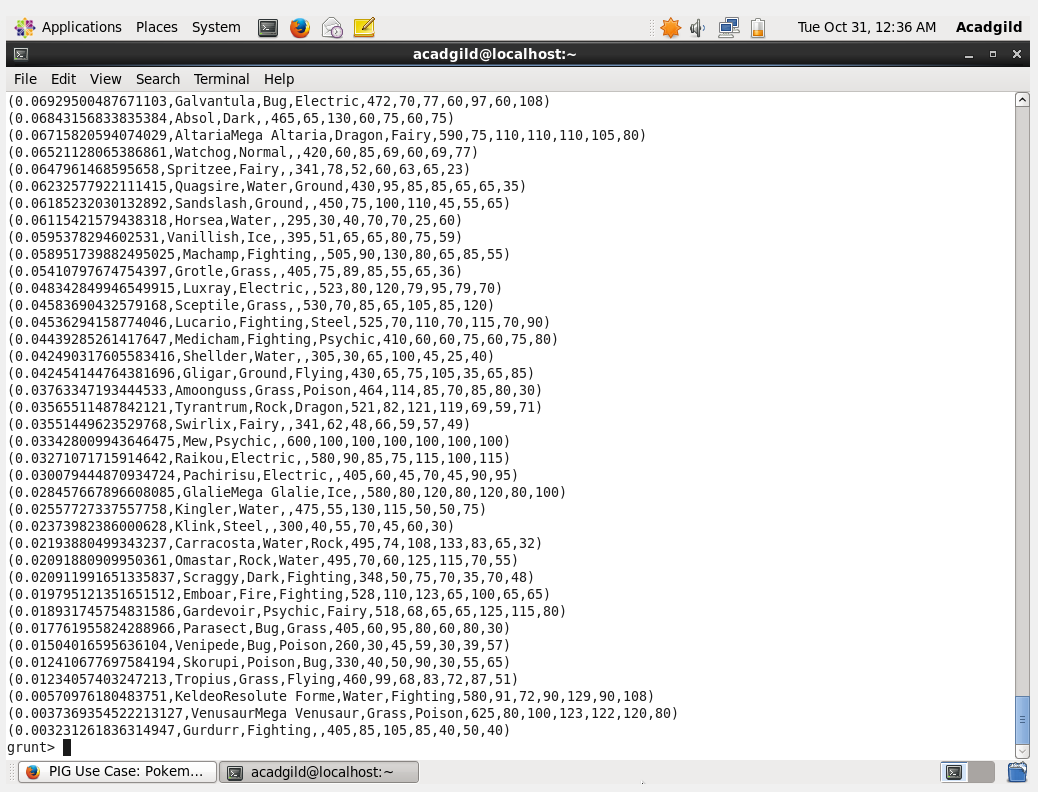
Question 3:

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



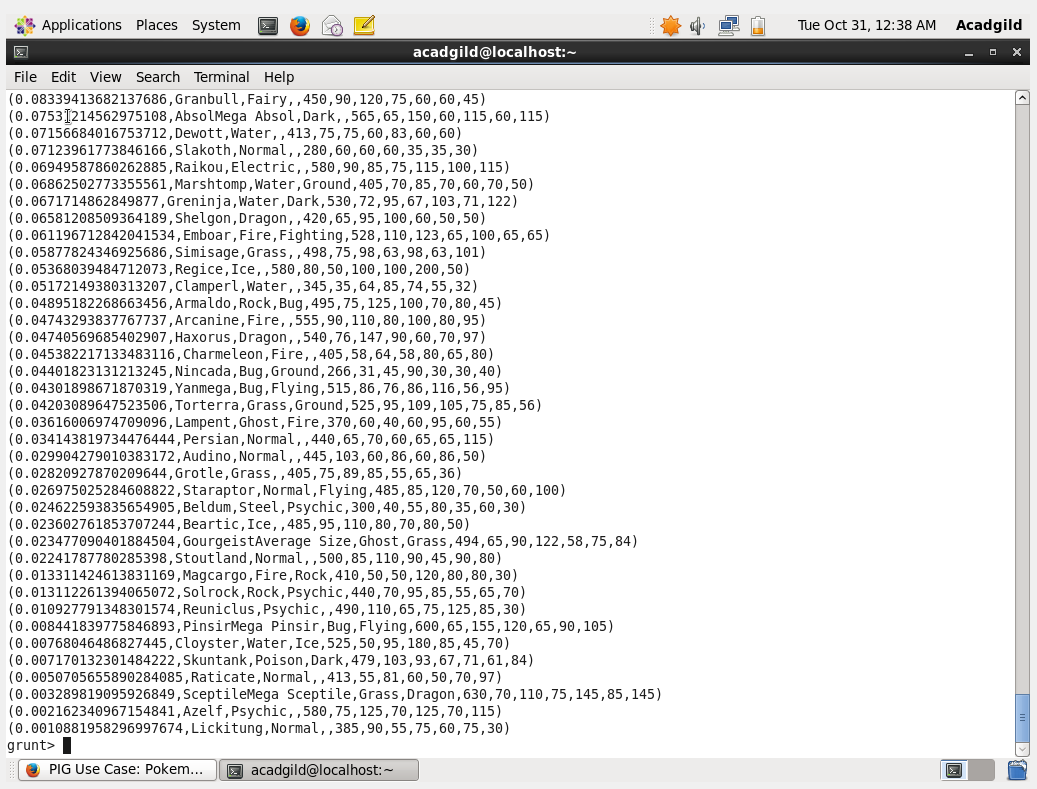
Question 4:

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



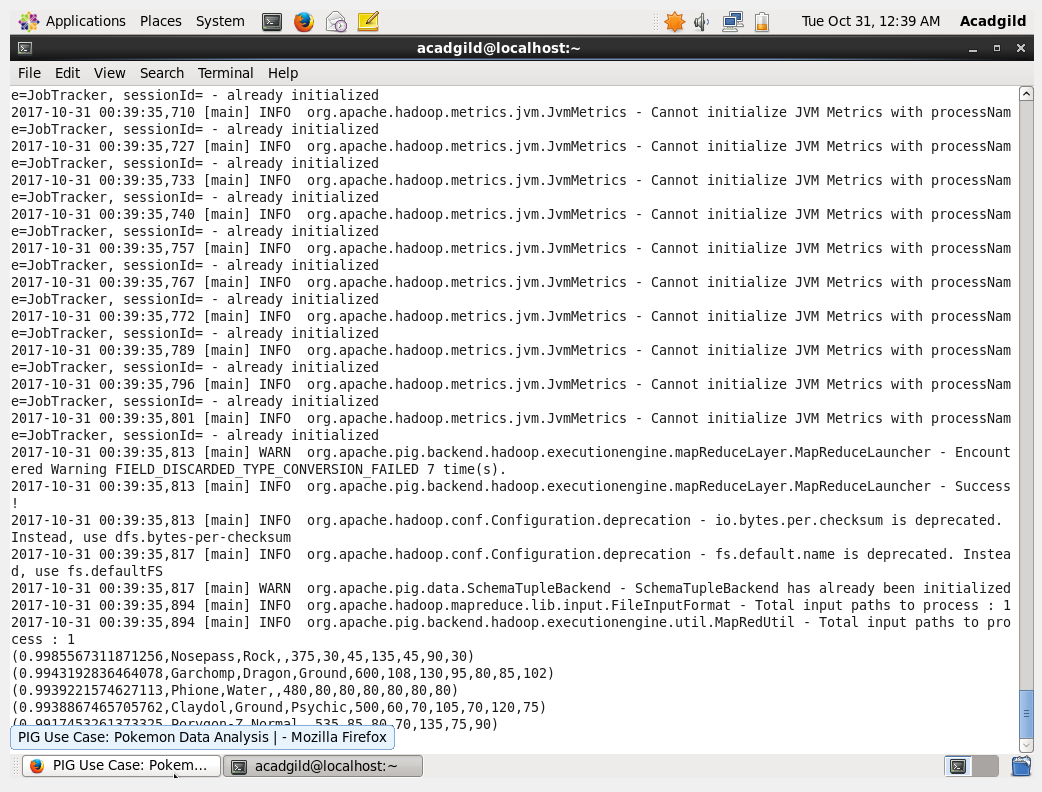
Question 5:

* 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;

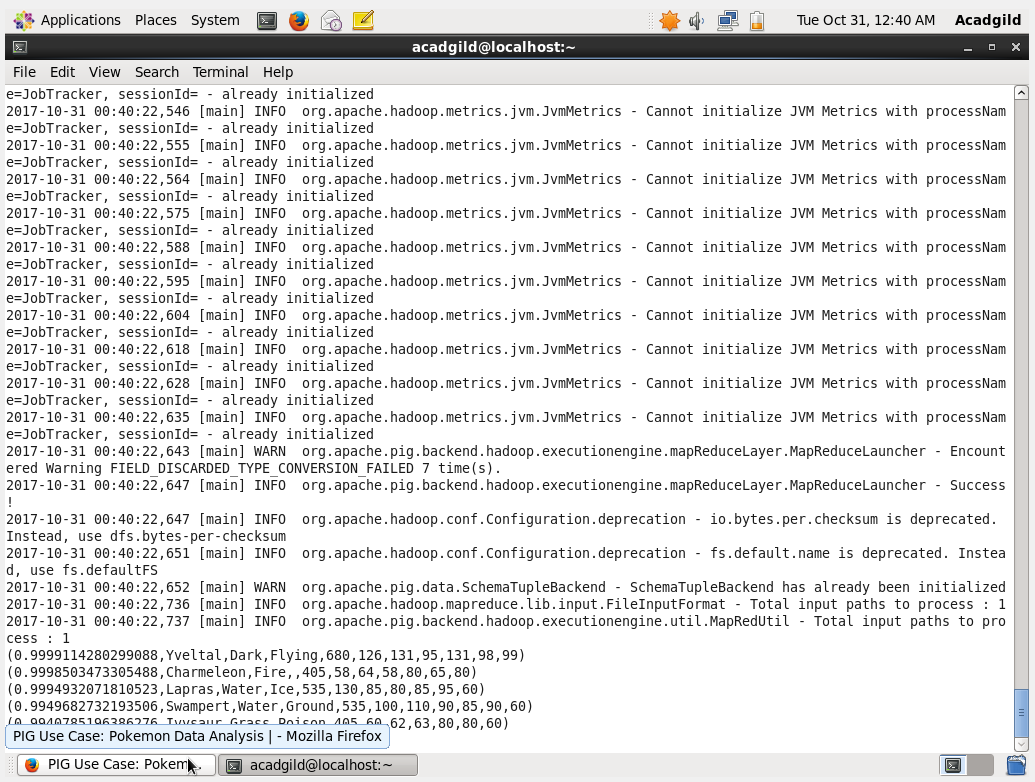


Question 6:

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

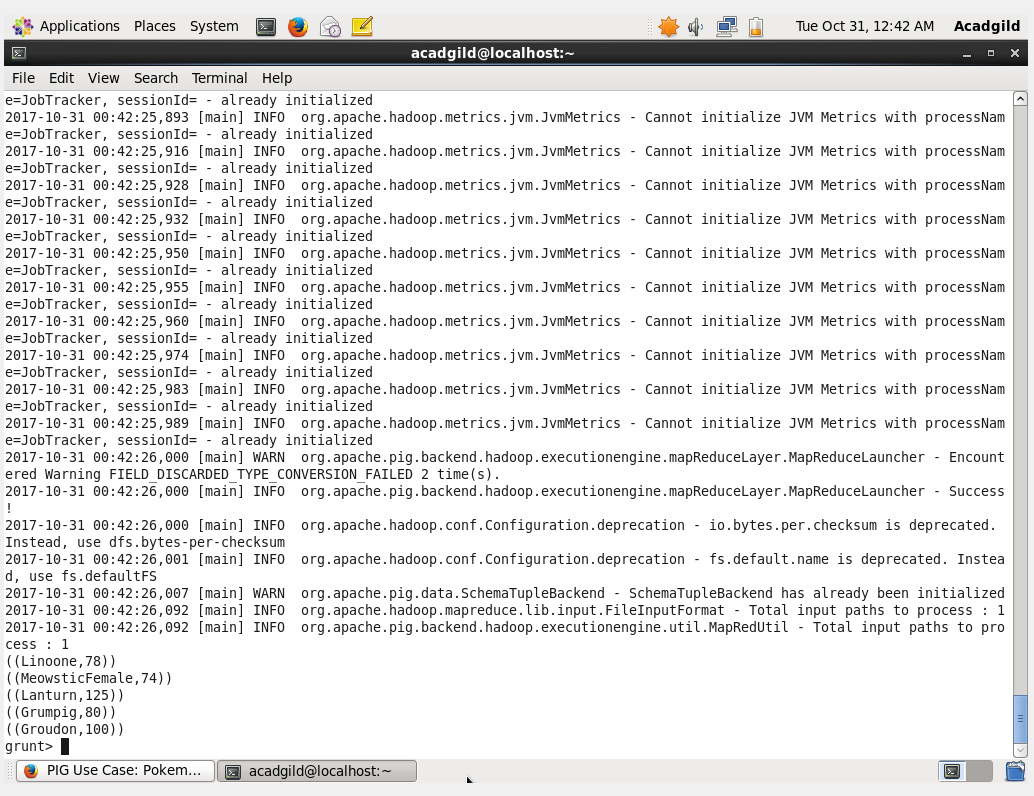


* limit\_data\_random2\_desending = LIMIT random2\_desending 5 ;

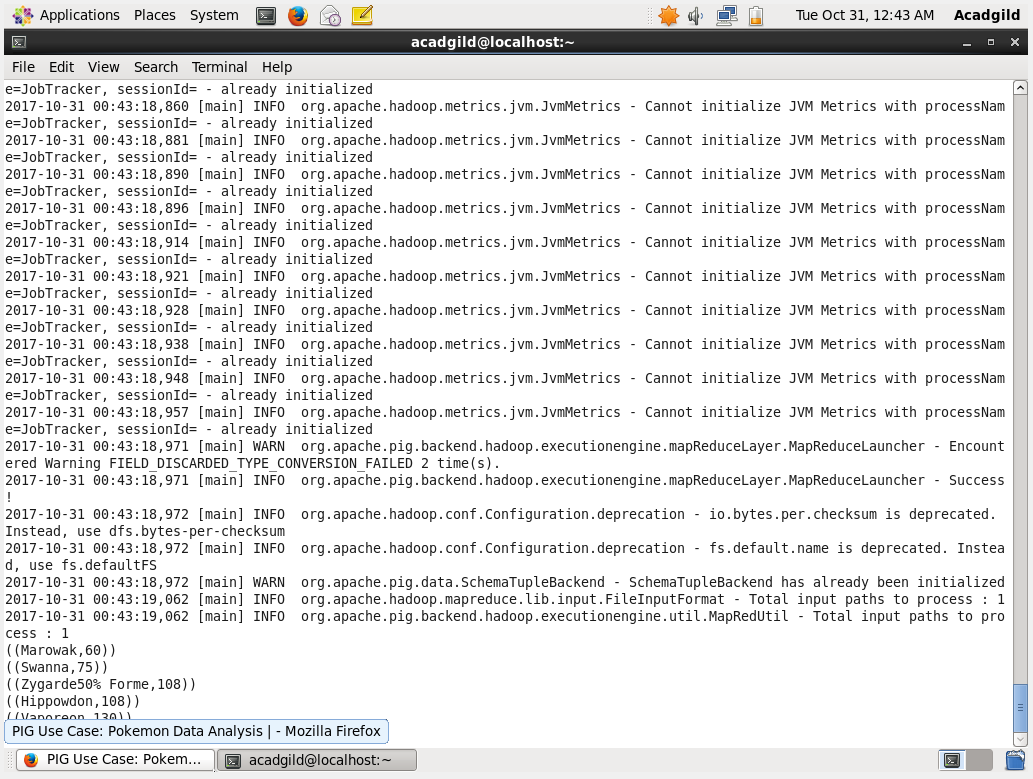


Question 7:

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



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



Storing:

* STORE limit\_data\_random1\_desending INTO ‘/home/acadgild/ Kushal/Session5/Assignment3/player1.txt’;
* STORE limit\_data\_random2\_desending INTO ‘/home/acadgild/ Kushal/Session5/Assignment3/player2.txt’;

