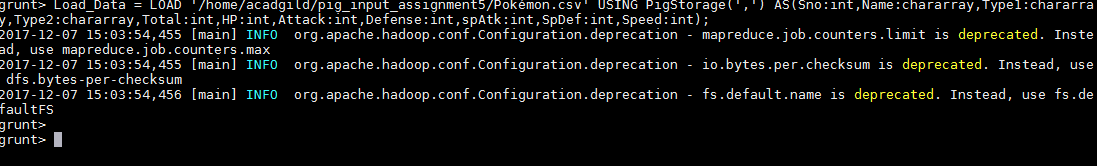
Loading the Pokemon Data Set in Pig.

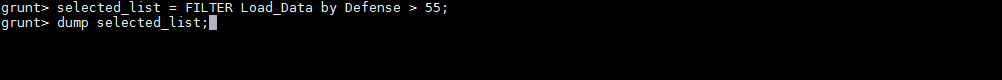
**Load\_Data = LOAD '/home/acadgild/pig\_input\_assignment5/Pokemon.csv' USING PigStorage(',') AS(Sno:int,Name:chararray,Type1:chararray,Type2:chararray,Total:int,HP:int,Attack:int,Defense:int,spAtk:int,SpDef:int,Speed:int);**

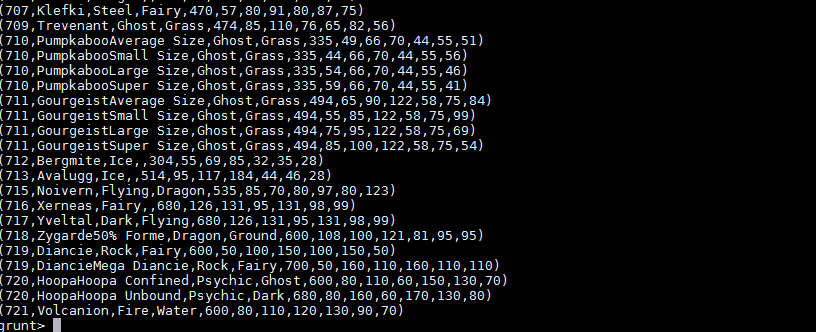


Ques 1: Find the list of players that have been selected in the qualifying round (DEFENCE>55).

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

**dump selected\_list;**



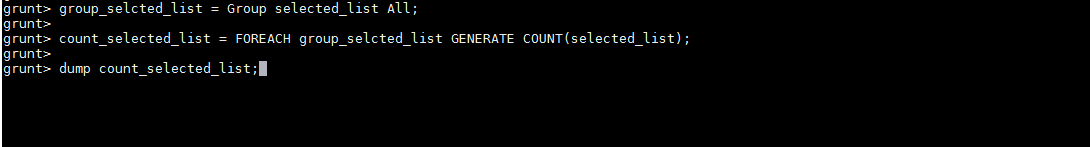


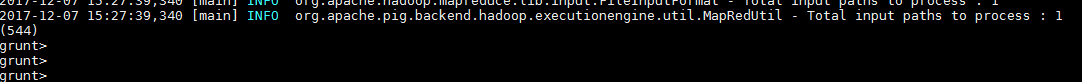
#### Ques 2: State the number of players taking part in the competition after getting selected in the qualifying round.

**group\_selcted\_list = Group selected\_list All;**

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

**dump count\_selcted\_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,Defense,spAtk,SpDef,Speed;

#### dump random\_include1;

#### 

#### 

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

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

#### 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 random2\_desending;**

#### 

#### 

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

#### limit\_data\_random1\_descending = LIMIT random1\_descending 5;

#### dump limit\_data\_random1\_descending;

#### 

#### 

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

#### dump limit\_data\_random2\_descending;

#### 

#### 

#### 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\_descending Generate ($1,HP);

#### dump filter\_only\_name1;

#### 

#### 

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

#### dump filter\_only\_name2;

#### 

#### 

#### STORE filter\_only\_name1 INTO '/home/acadgild/pig\_input\_assignment5/player1.txt';

#### 

#### STORE filter\_only\_name2 INTO '/home/acadgild/pig\_input\_assignment5/player2.txt';

#### 