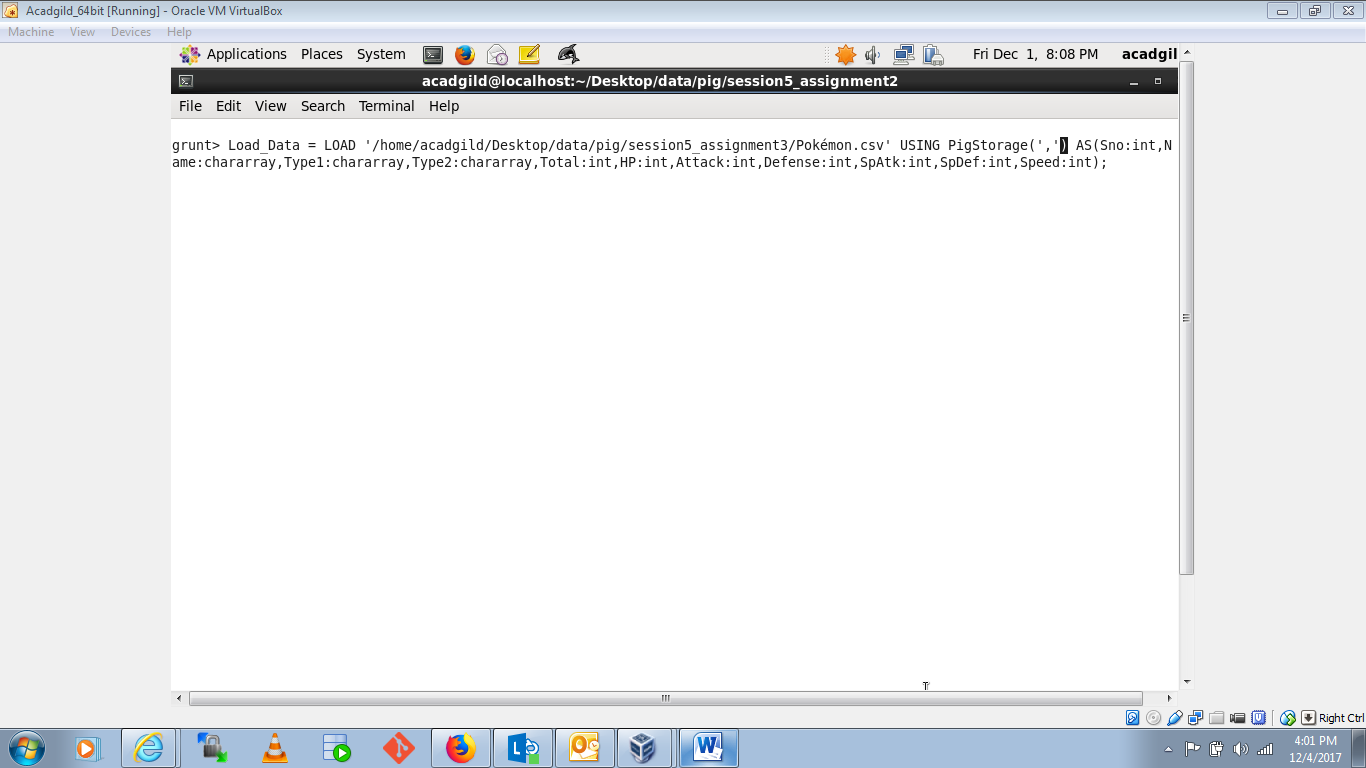
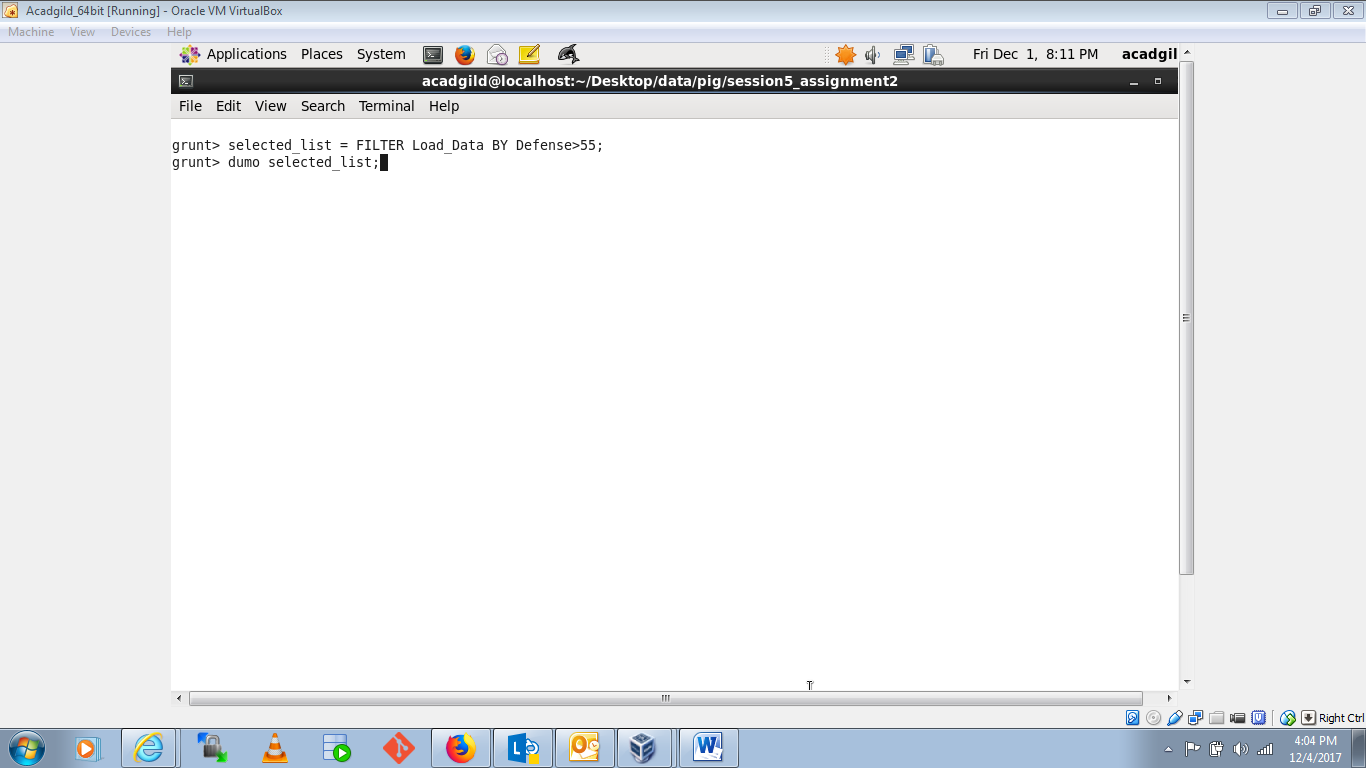
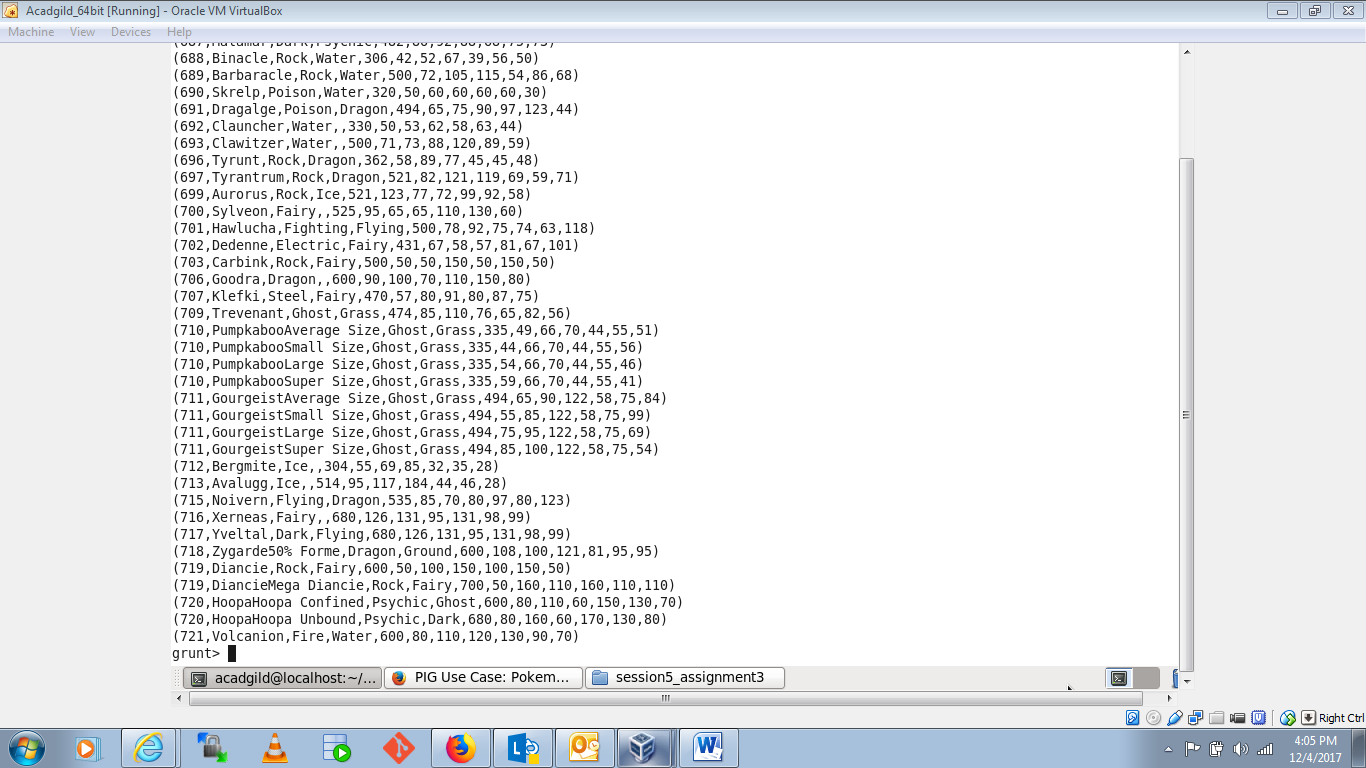
Loading pokemon.csv file in grunt shell:

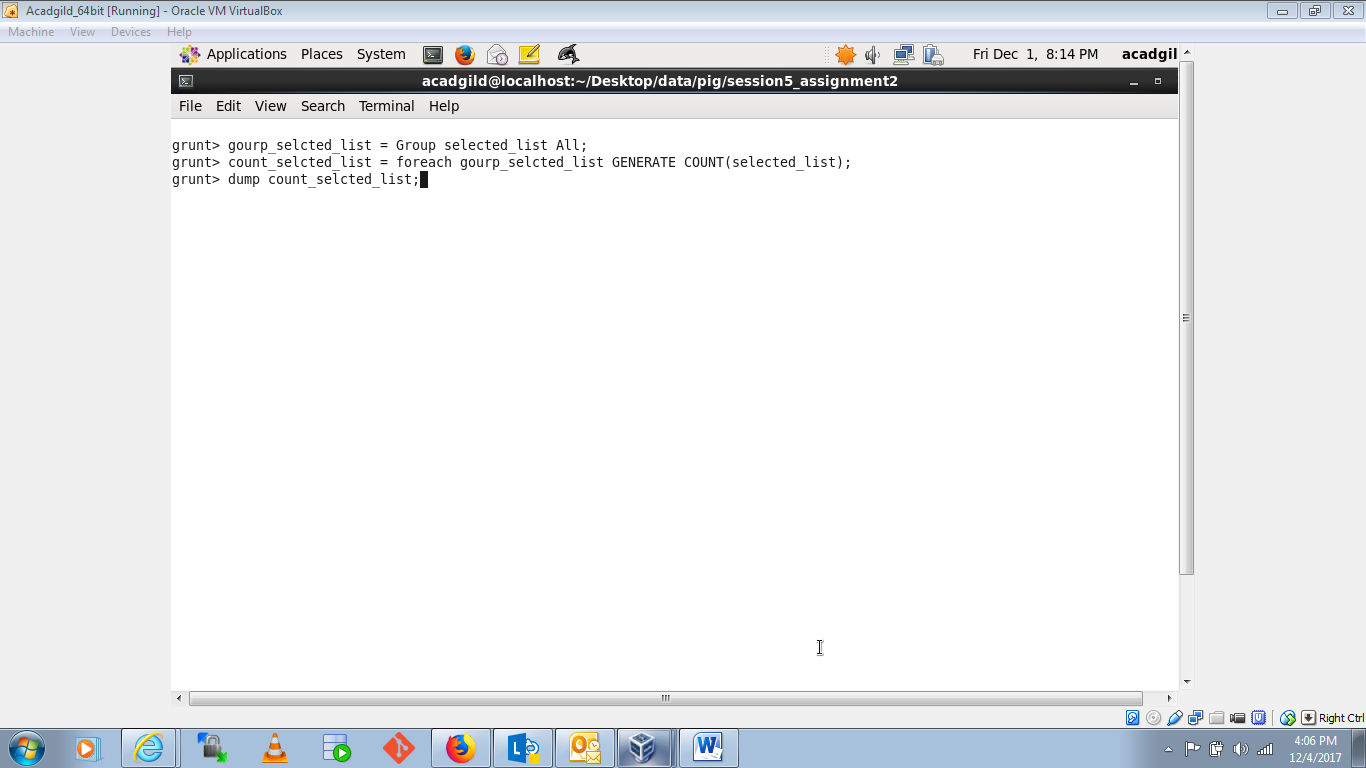


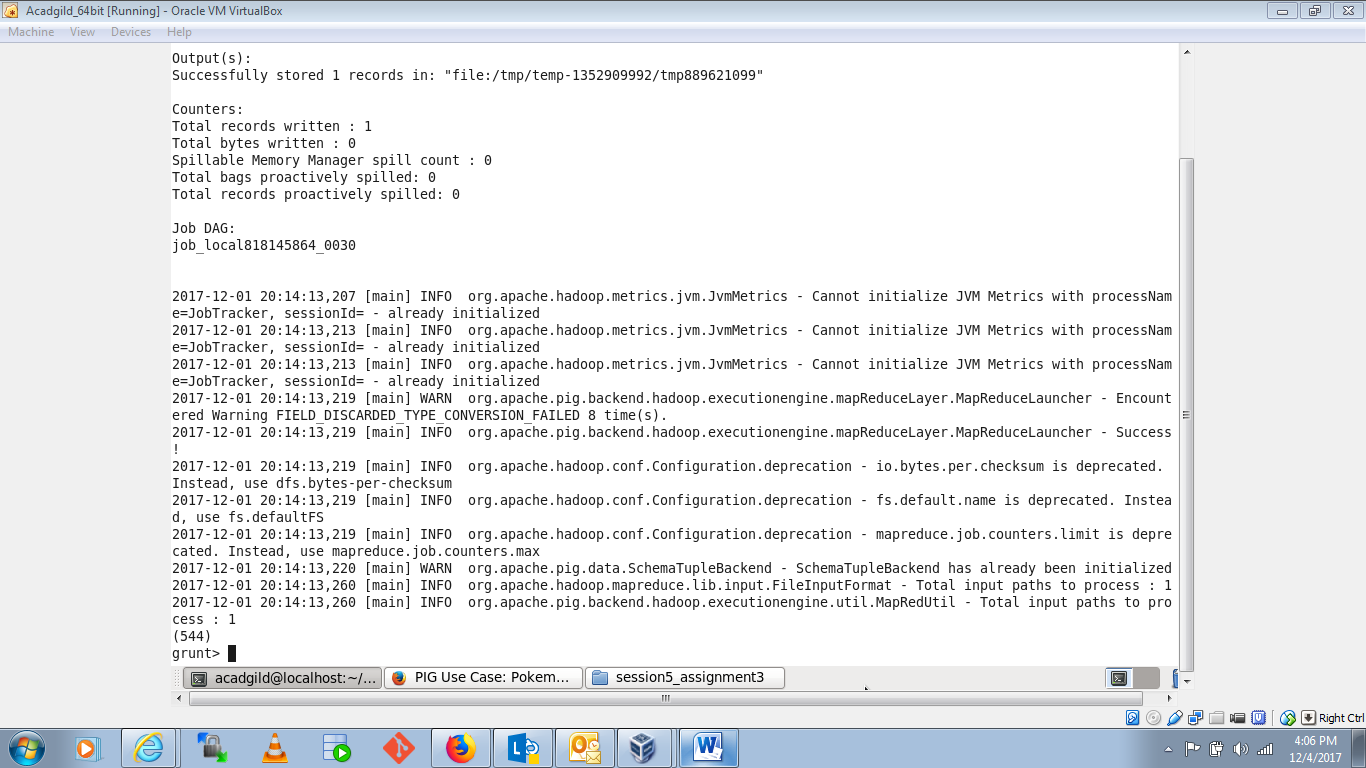
**Ques 1: Find the list of players that have been selected in the qualifying round (DEFENCE>55)**



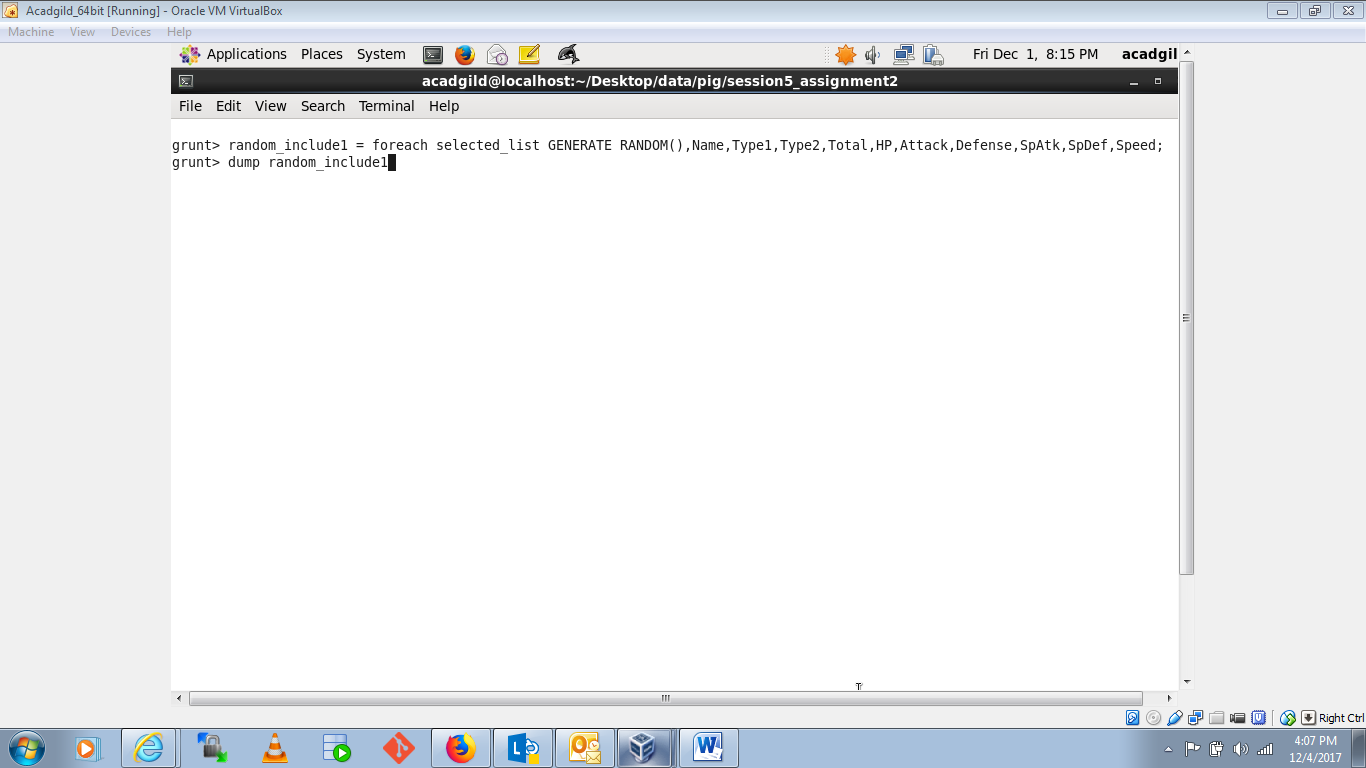


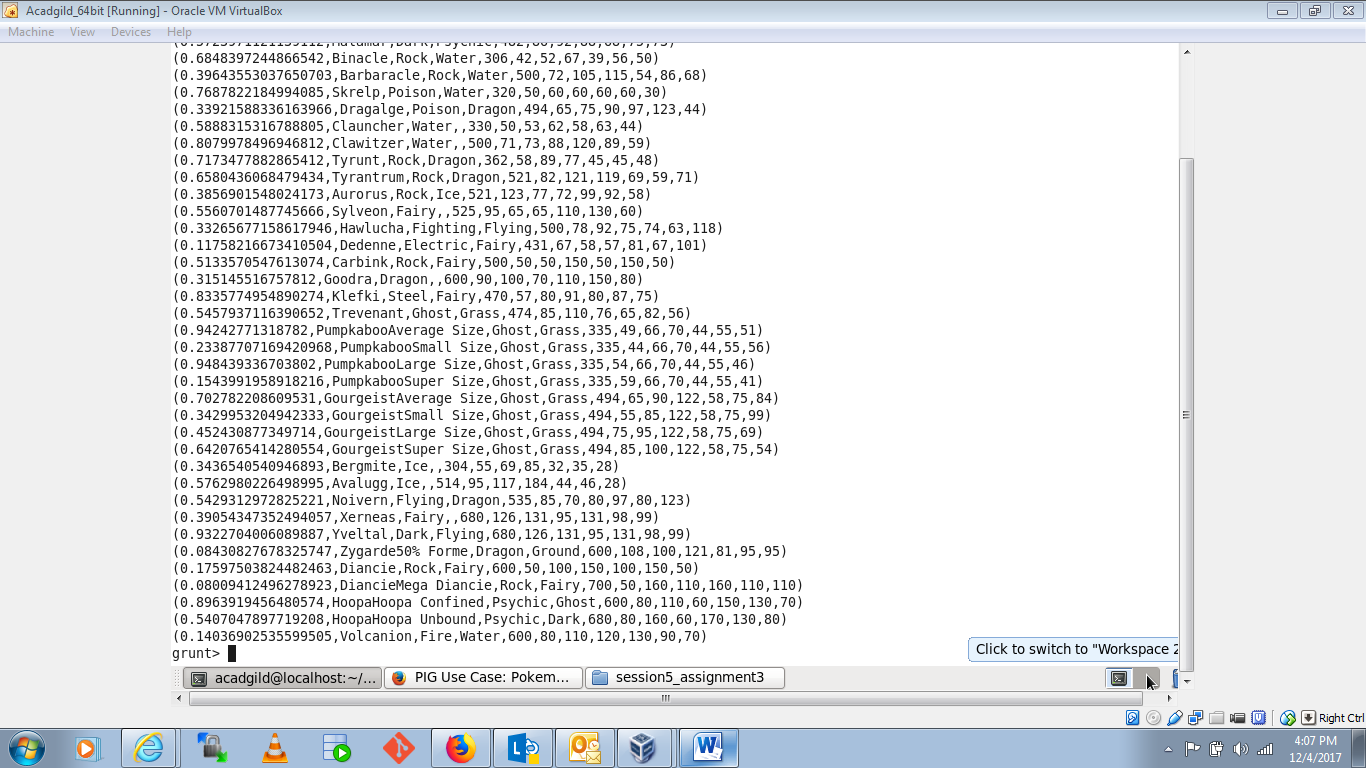
#### Ques 2: State the number of players taking part in the competition after getting selected in the qualifying round.



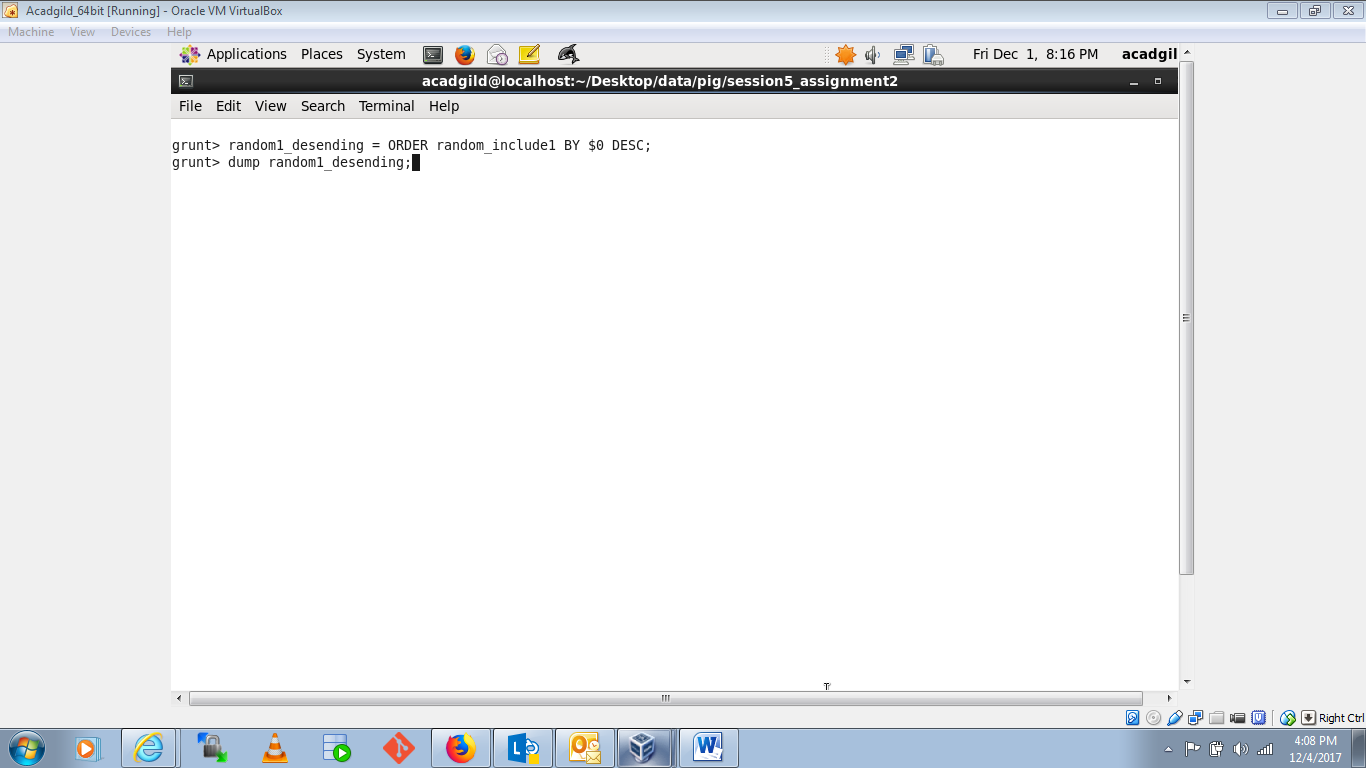


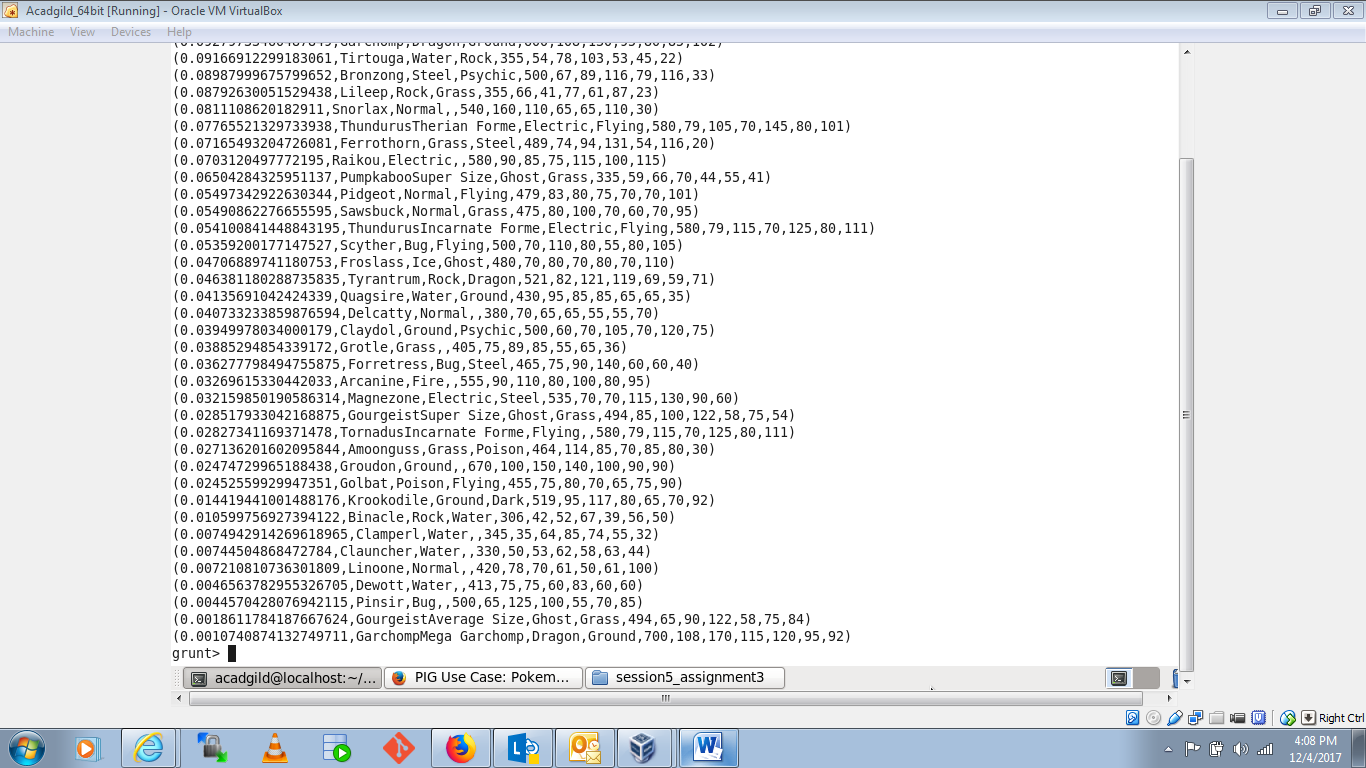
#### Ques 3: Using random() generate random numbers for each Pokémon on the selected list.



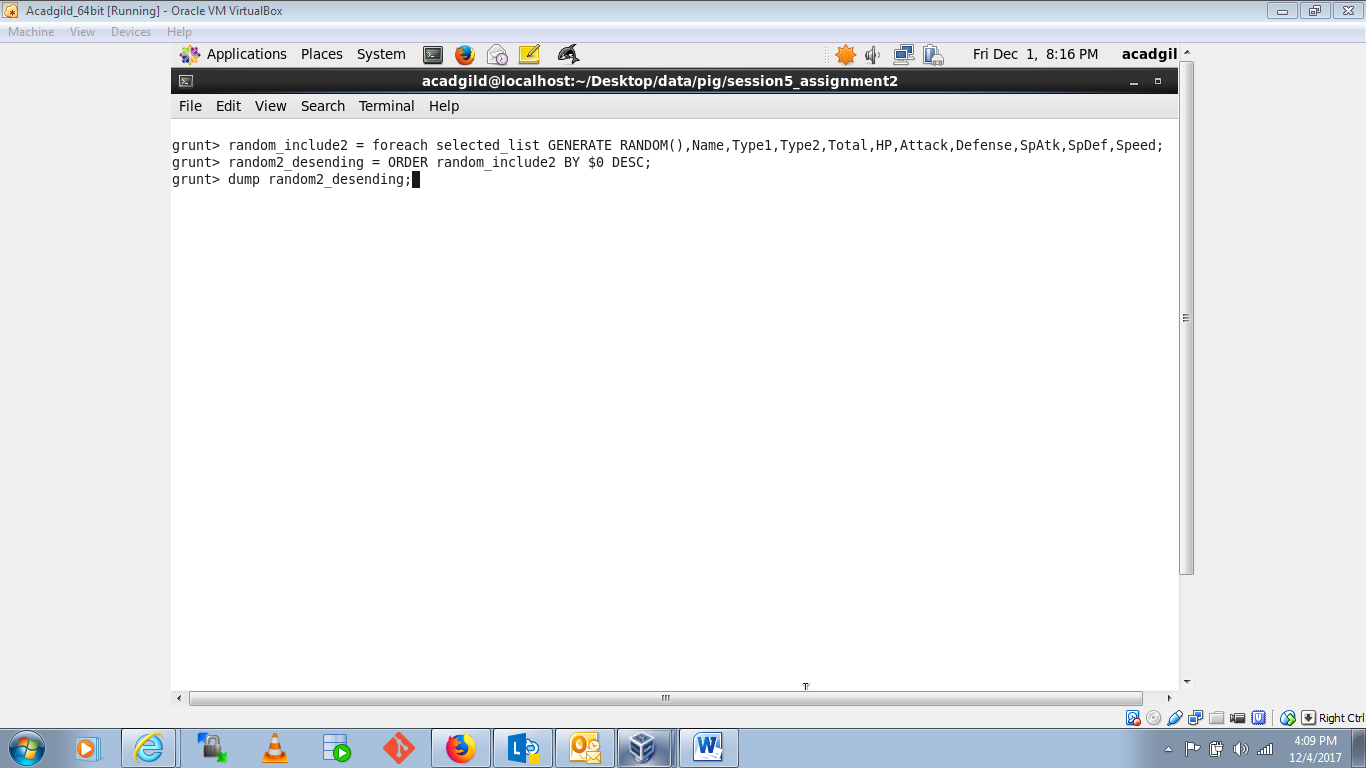


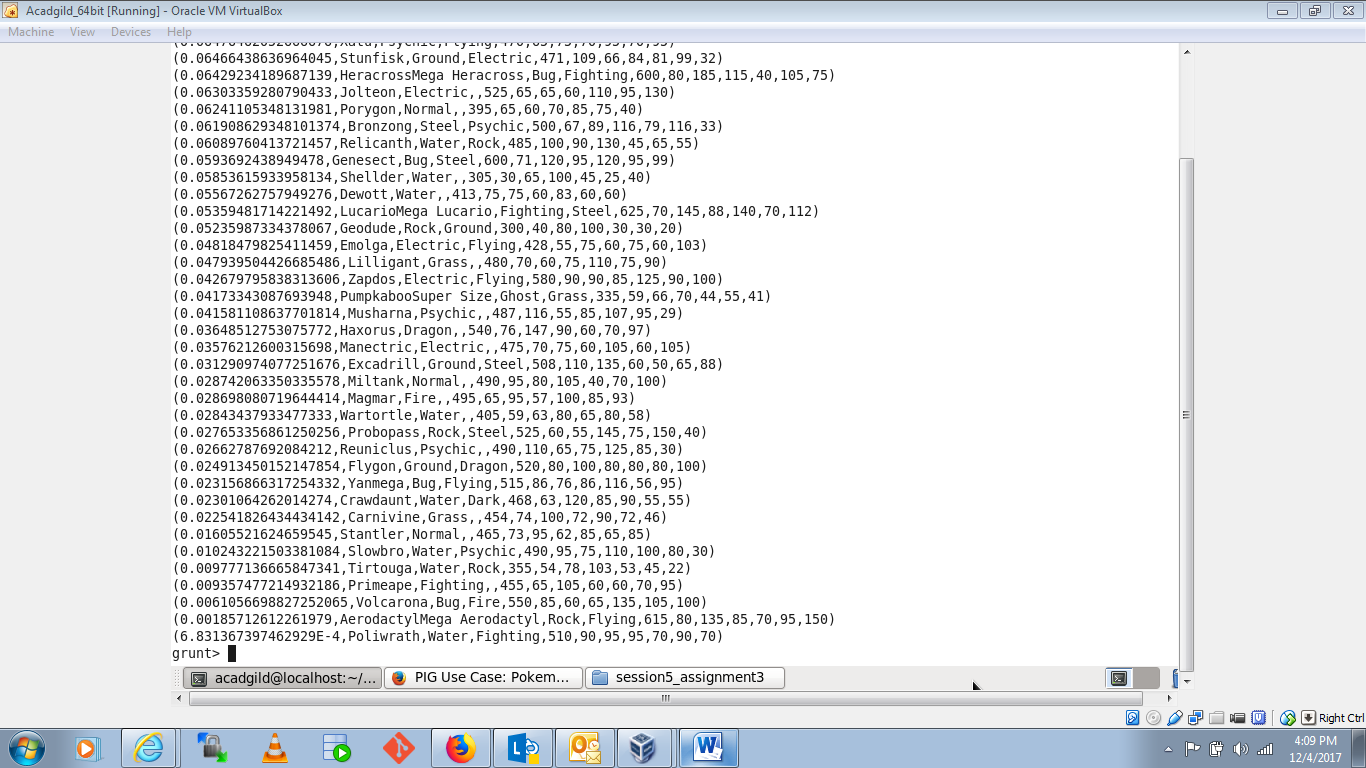
#### Ques 4: Arrange the new list in a descending order according to a column randomly.



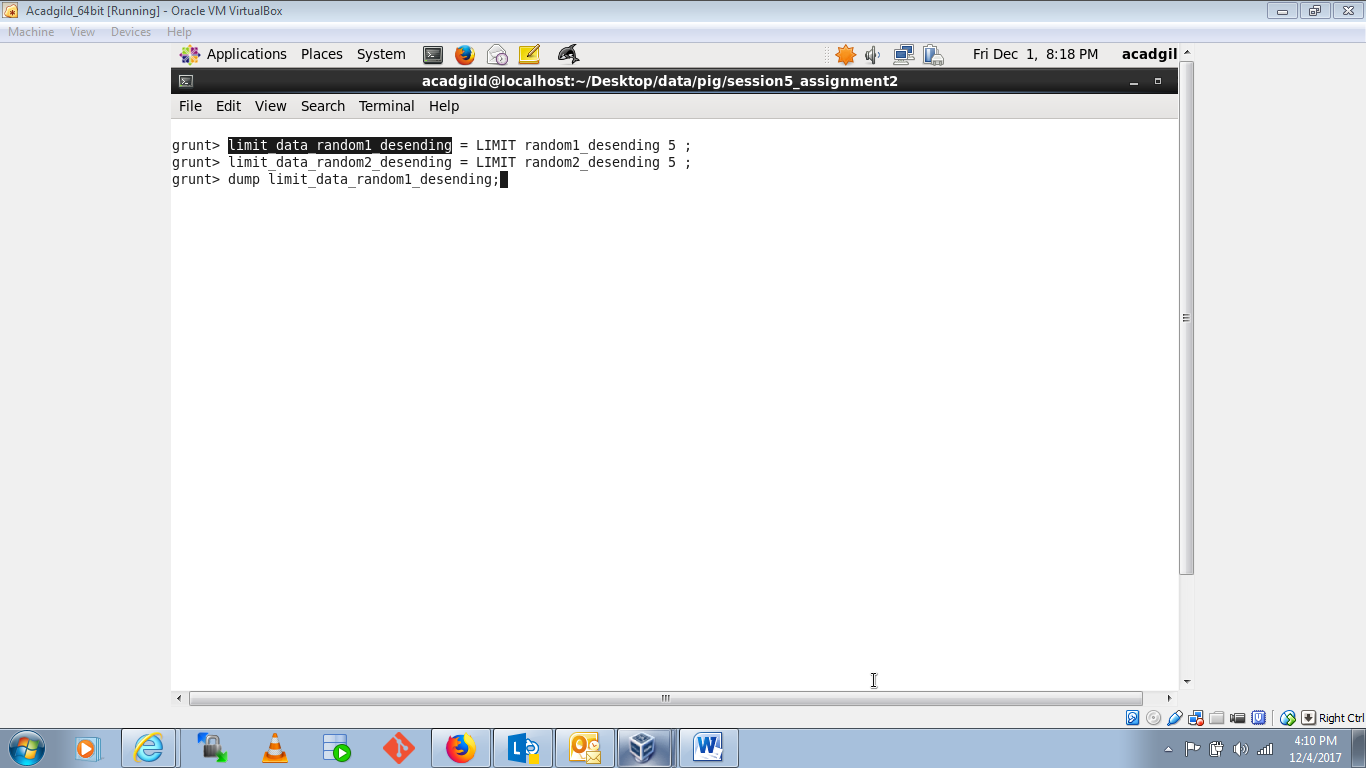


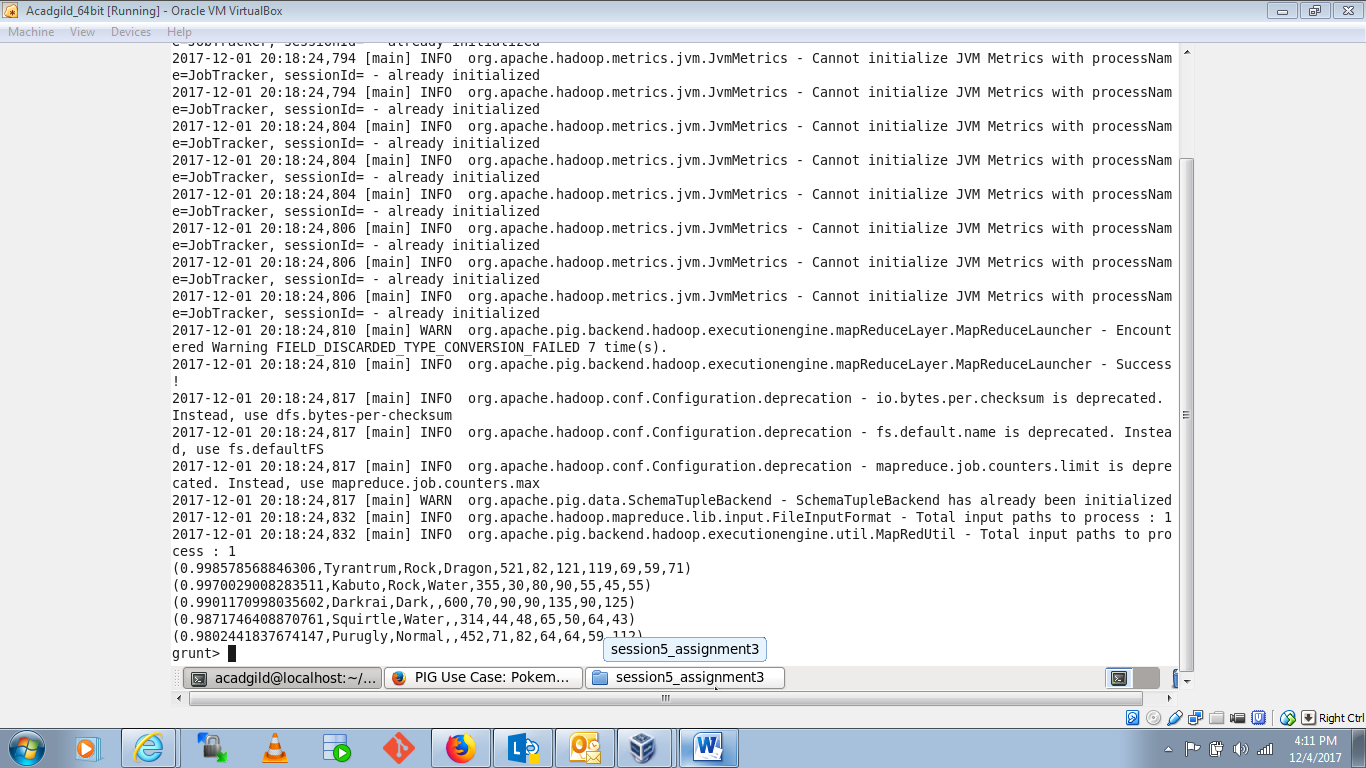
#### Ques 5: Now on a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.

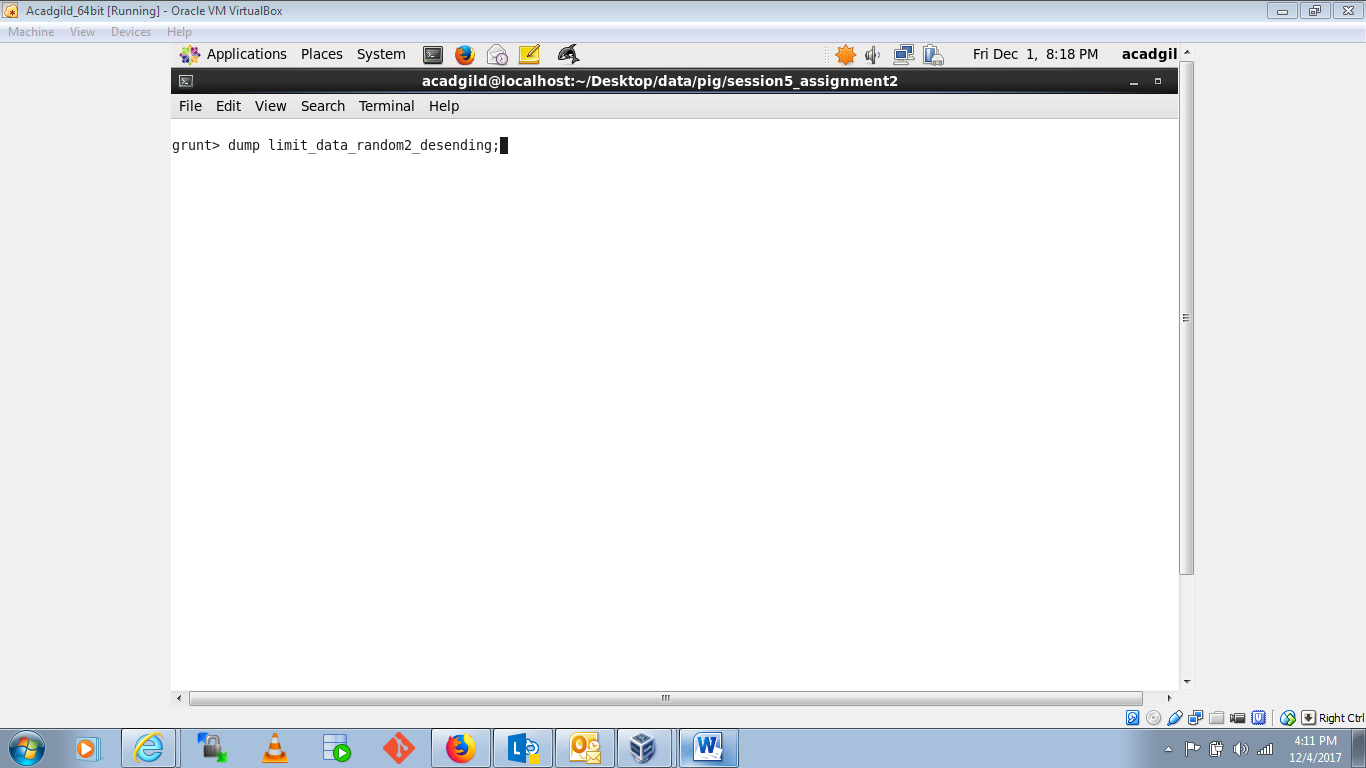


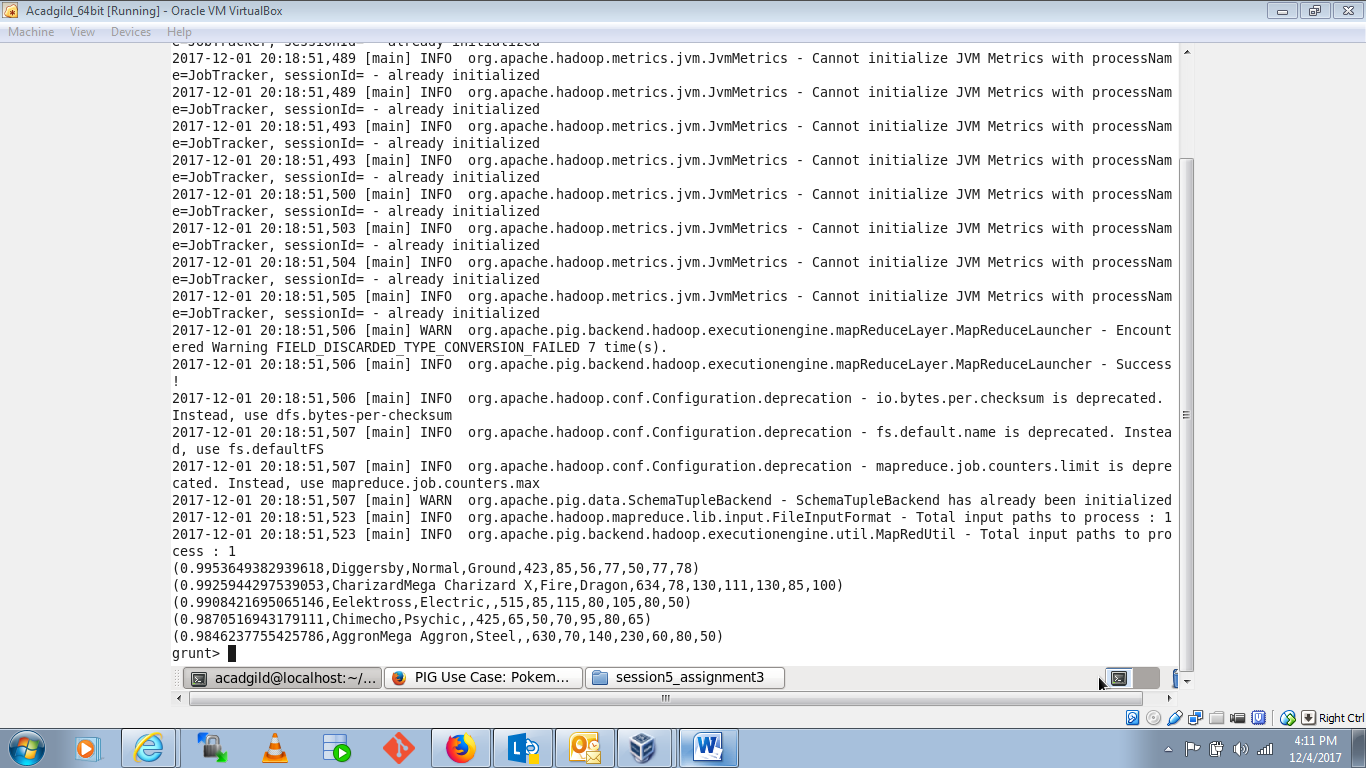


#### Ques: From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.









#### 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).

