**Assignment 5.3:**

**Problem Statement**: Implement the use case present in below blog link:

<https://acadgild.com/blog/pig-use-case-pokemon-data-analysis/>

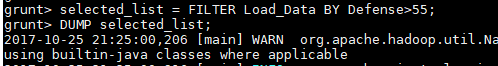
Used Files:

* Pokemon.csv

**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.**

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

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



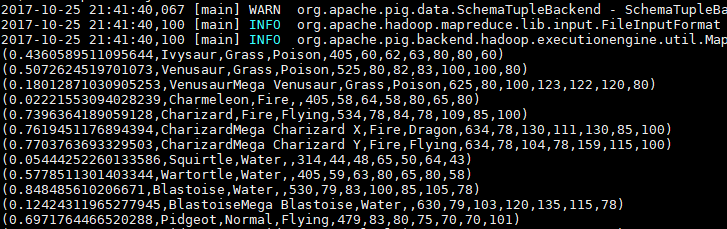


**Ques 3: Using random() generate random numbers for each Pokémon on the selected list.**

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

DUMP random\_include1;



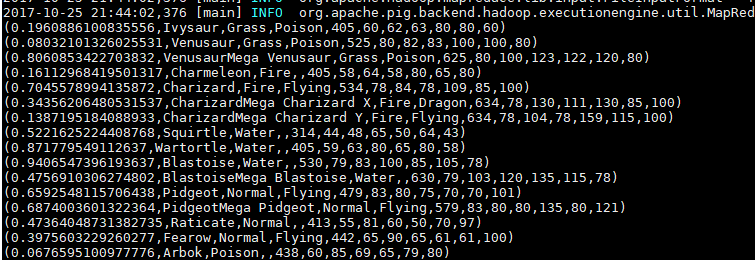


**Ques 4: Arrange the new list in a descending order according to a column randomly.**

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



DUMP random1\_desending;



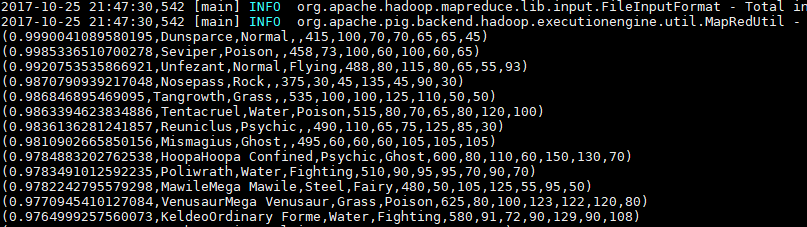
**Ques 5: Now on a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.**

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;

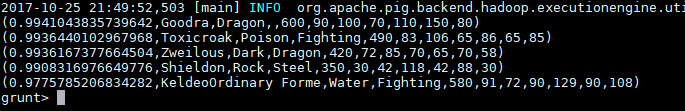




**Ques: From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.**

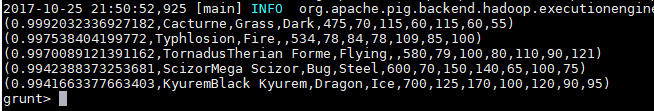
limit\_data\_random1\_desending = LIMIT random1\_desending 5 ;

DUMP limit\_data\_random1\_desending;



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

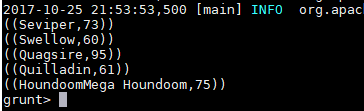
DUMP limit\_data\_random2\_desending;



**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).**

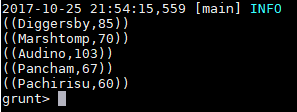
filter\_only\_name1 = foreach limit\_data\_random1\_desending Generate ($1,HP);

DUMP filter\_only\_name1;



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

DUMP filter\_only\_name2;



STORE limit\_data\_random1\_desending INTO ‘/home/acadgild/pig/player1.txt’;





