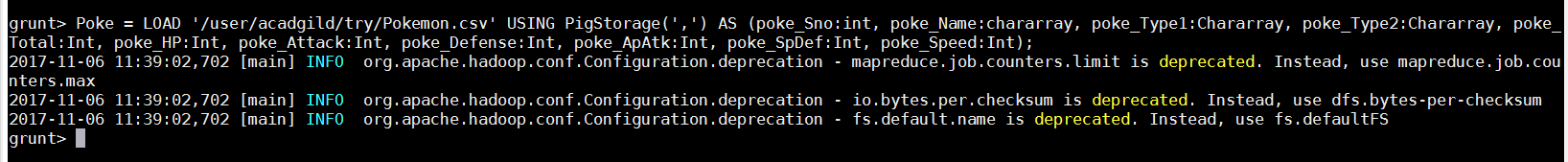
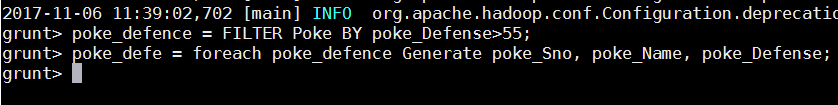
**Assignment 5.3**

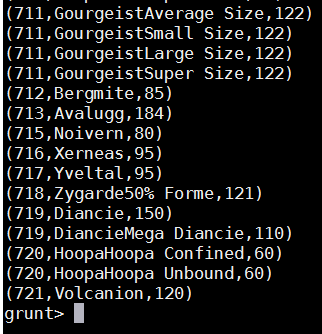
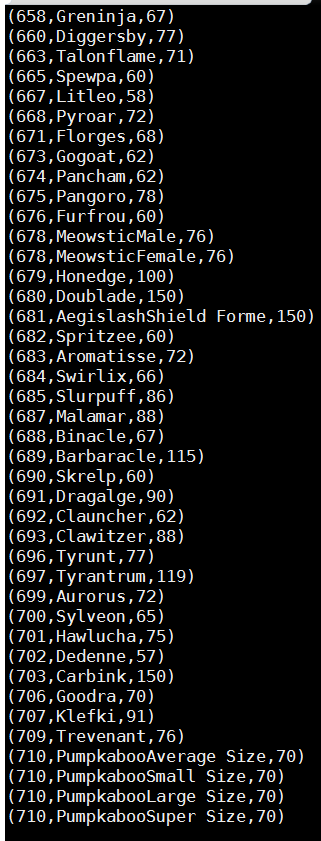
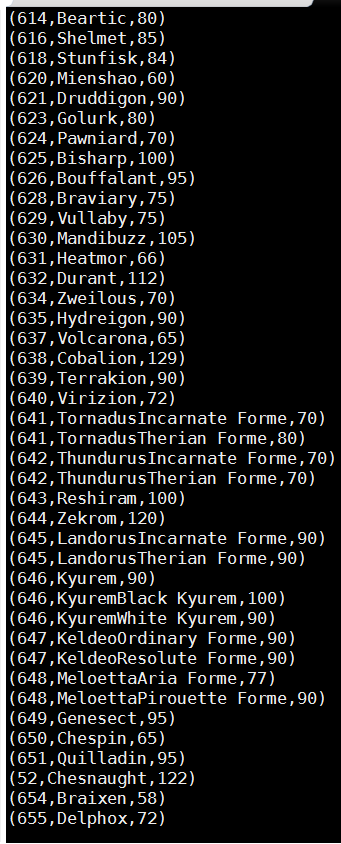
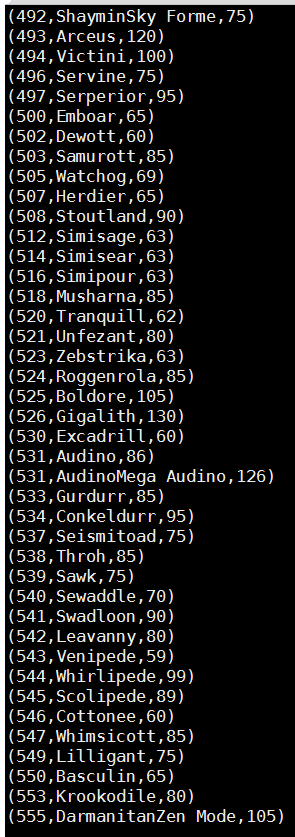
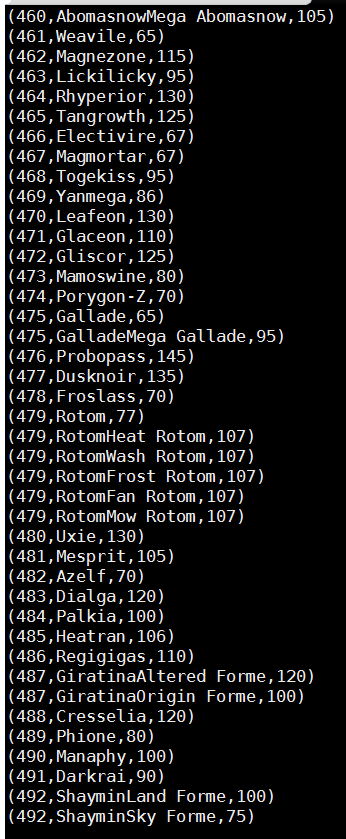
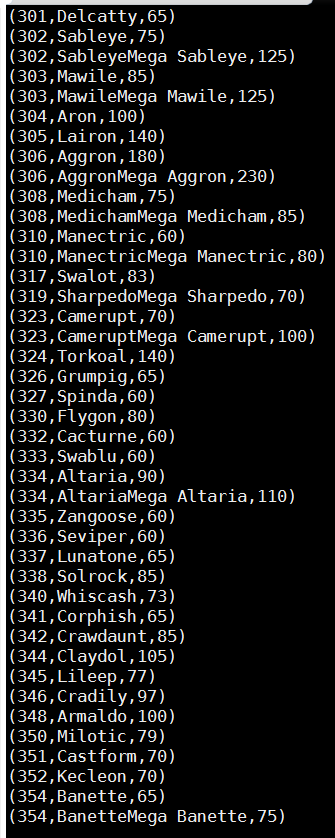
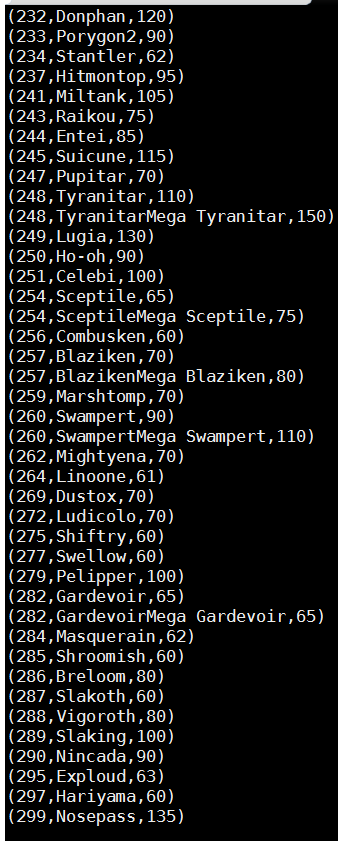
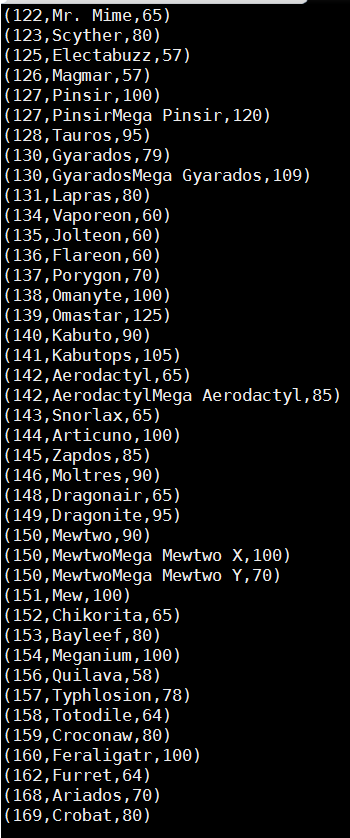
1. List players selected in Qualifying round (Defense>55)



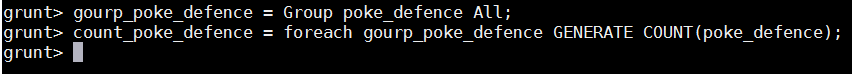
Filtered the data for qualifiers and generated the Sno., Name and Defense number



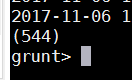
**Output:**



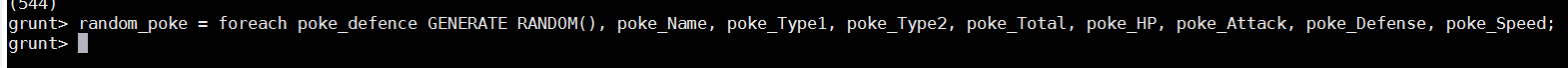
1. Number of players taking part in competition after getting selected



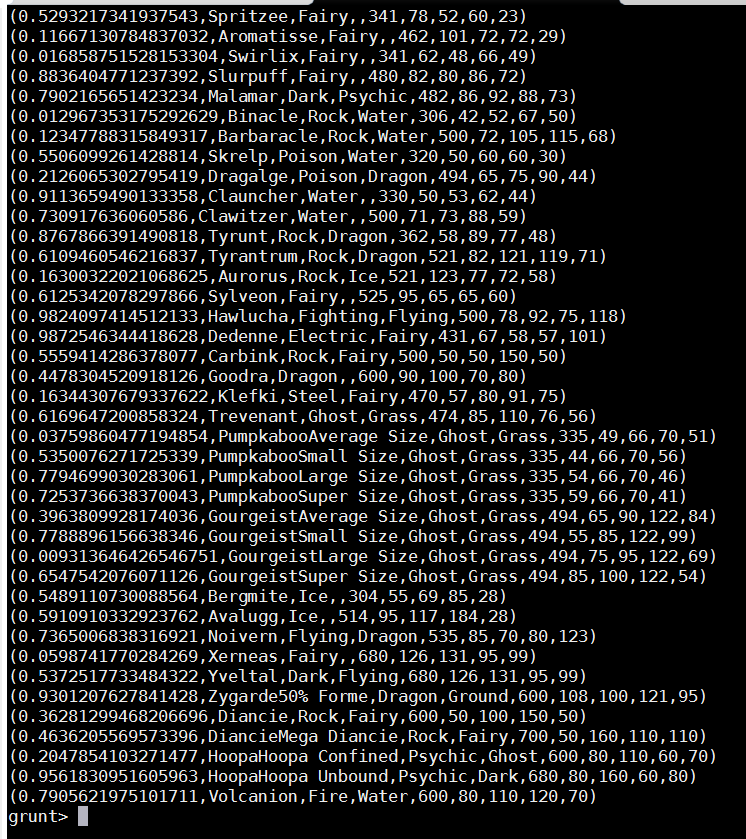
**Output:**



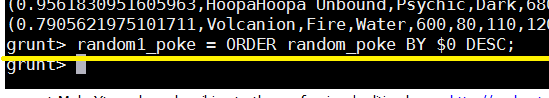
1. Use random() to generate random values:



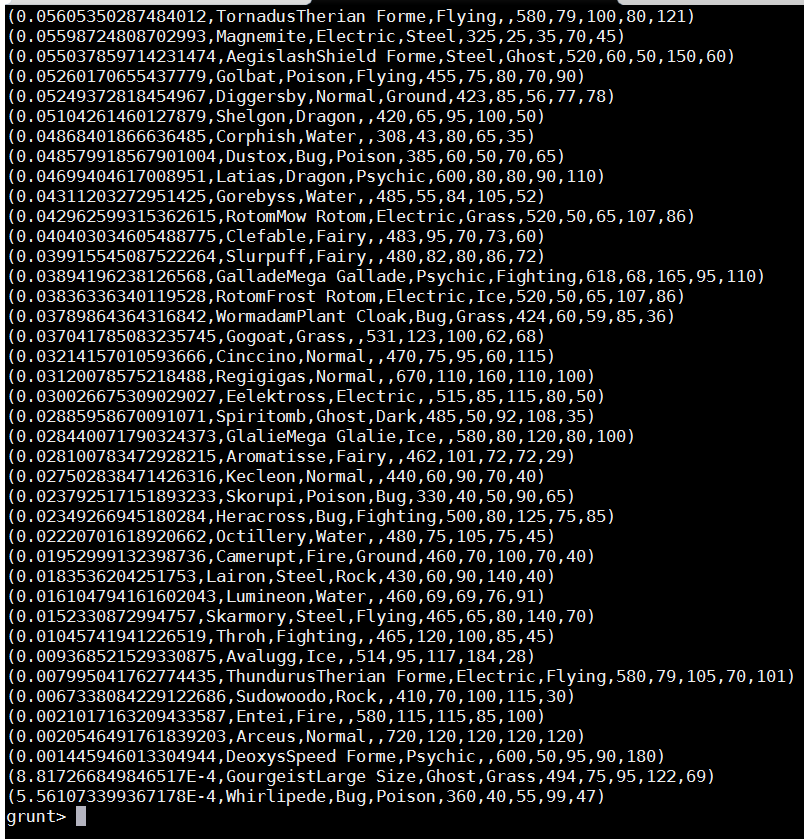
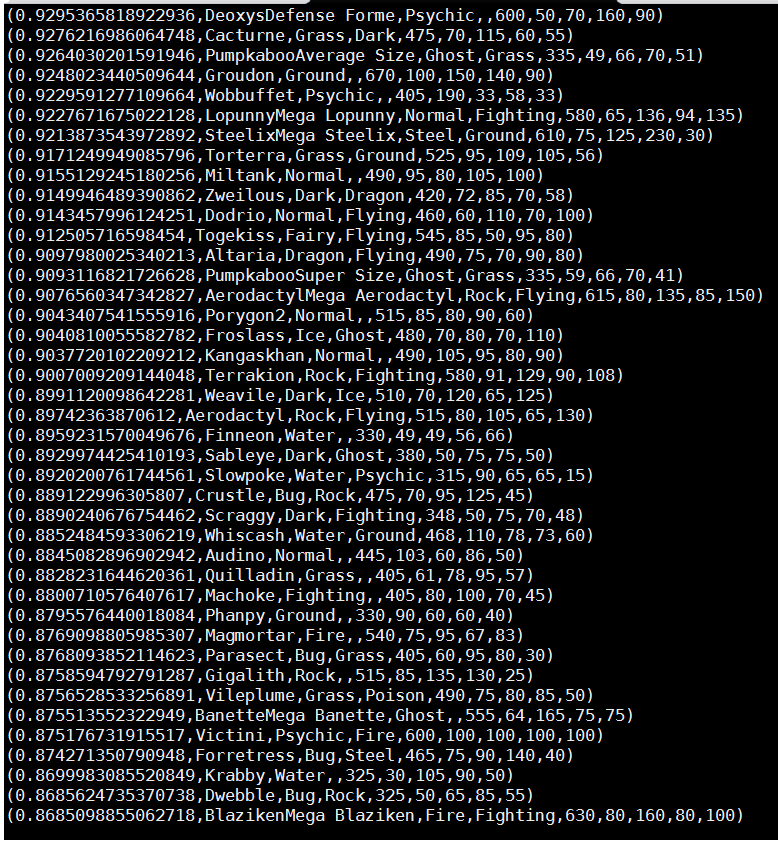
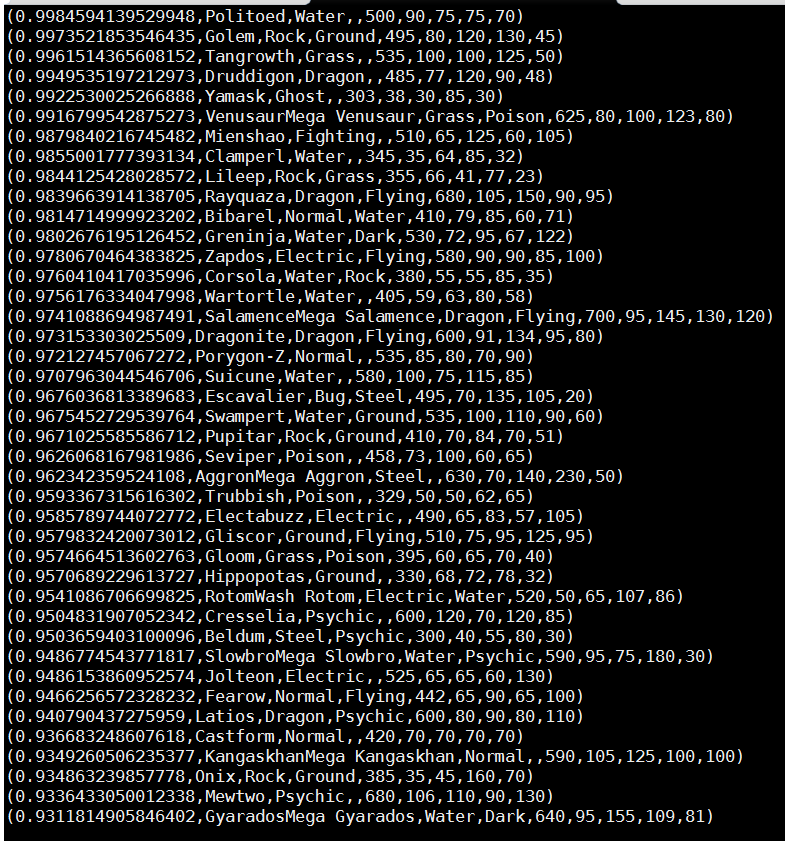
**Output:**



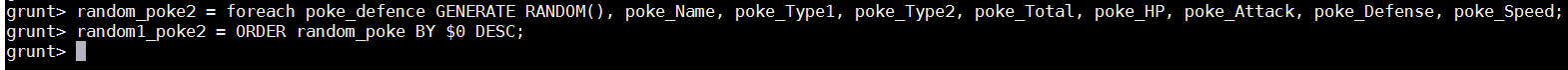
1. Order the random() in descending order:



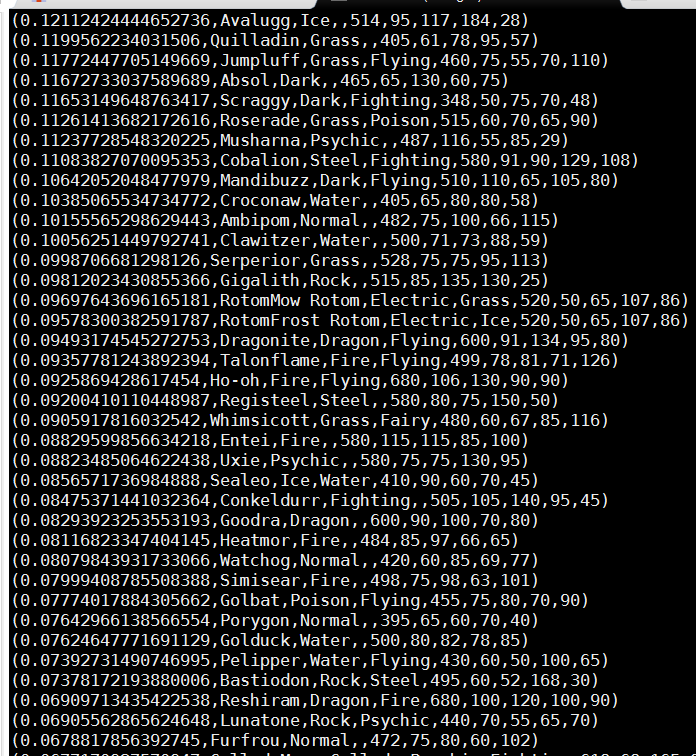
**Output:**



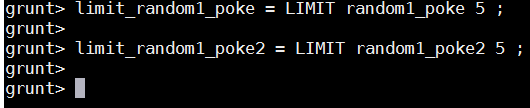
1. Order the random () in descending order for new relation:



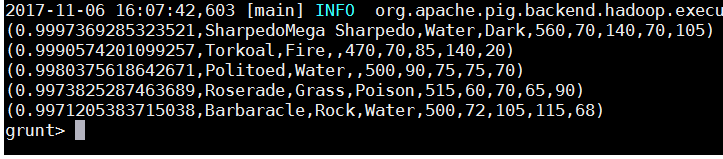
**Output:**



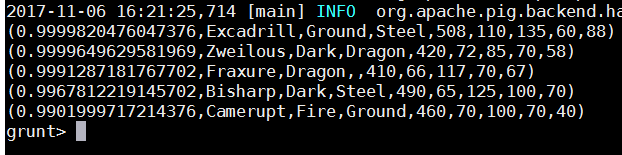
1. Limit of records for both the random output:



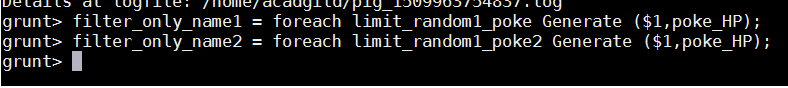
**Dump of limit\_random1\_poke:**



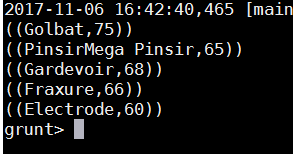
**Dump of limit\_random1\_poke2:**



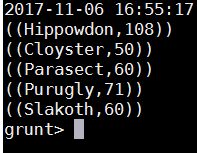
1. Store the data on a local drive to announce for the final match. By the name player1 and player2 (only show the NAME and HP).



**Dump of filter\_only\_name1**



**Dump of filter\_only\_name2**

****

Stored the data “**Dump of limit\_random1\_poke**” into **/user/acadgild/try/pig/player1.txt**



Stored the data “**Dump of limit\_random1\_poke2**” into **/user/acadgild/try/pig/player2.txt**

****

Display of the files being stored in the local drive.

