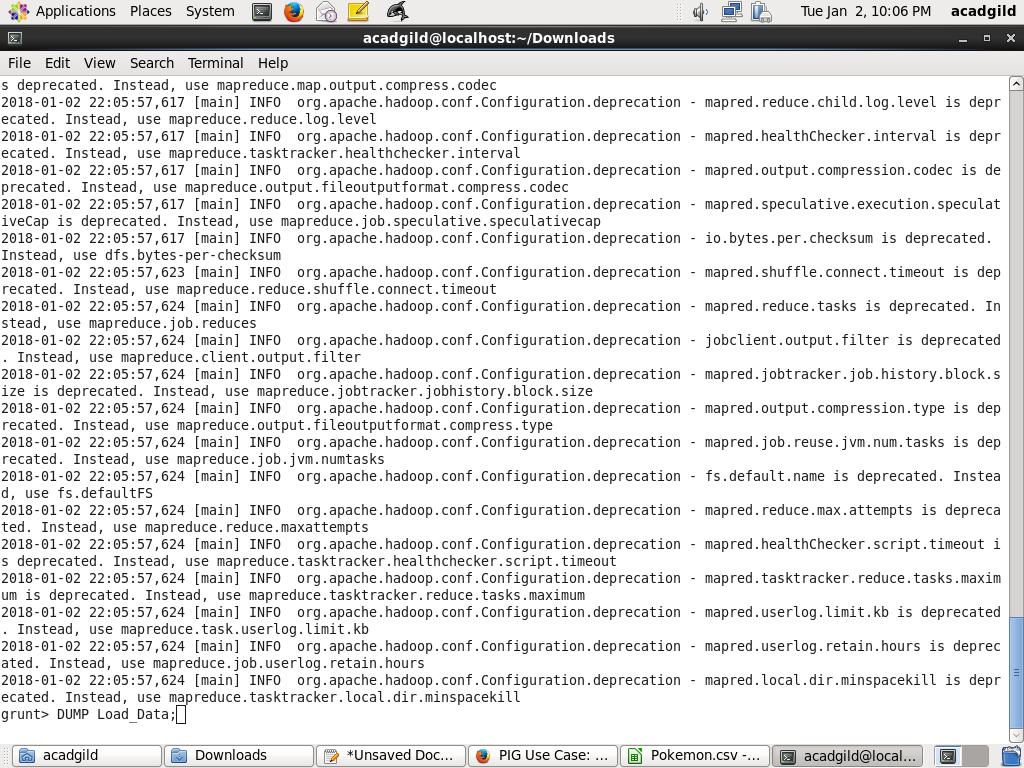
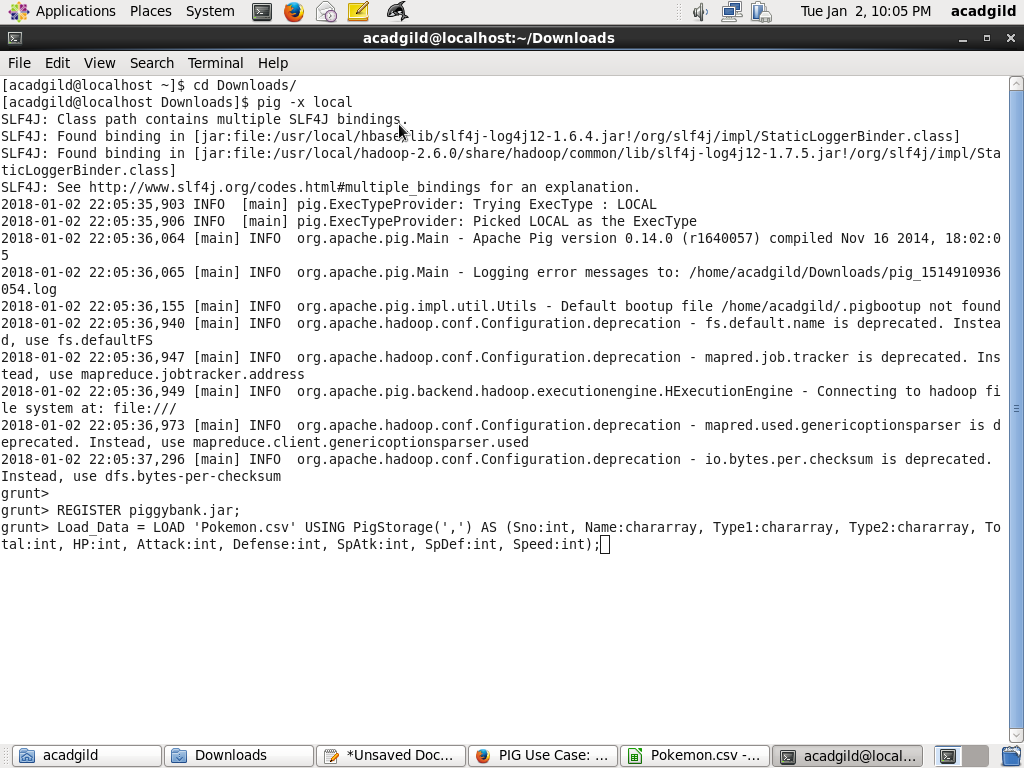
**PIG Use Case: Pokemon Data Analysis**

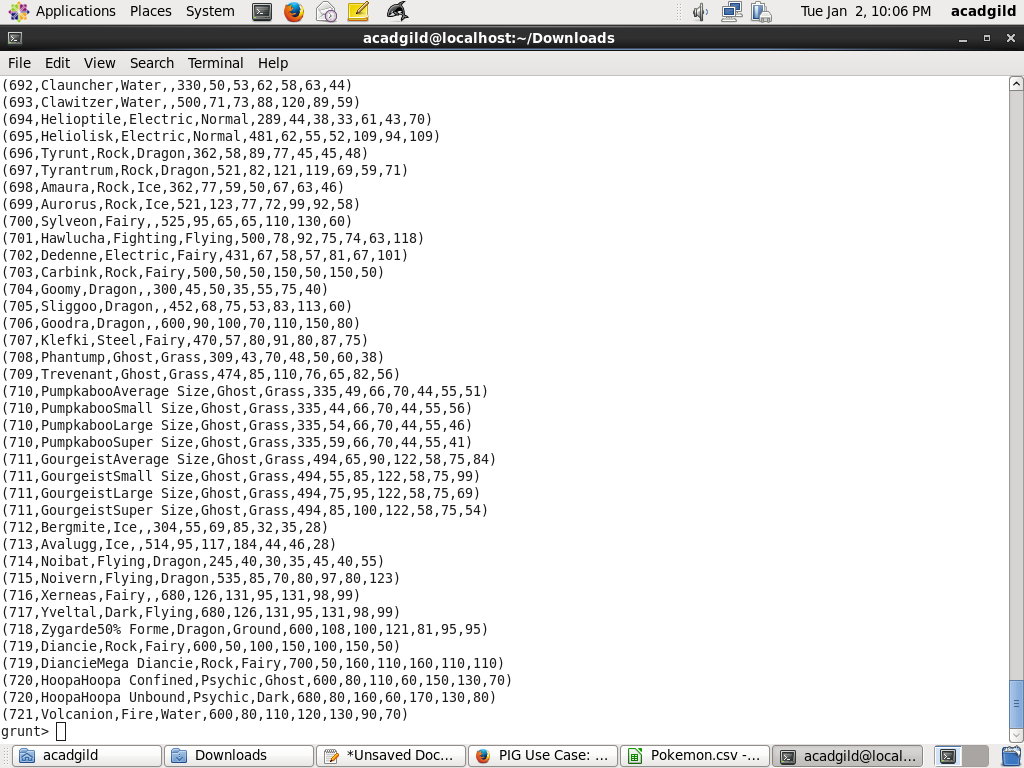
 using the local mode.

Commmands:

Load\_Data = LOAD ‘/home/prateek/Documents/PIG/Pokémon.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);

Dump;



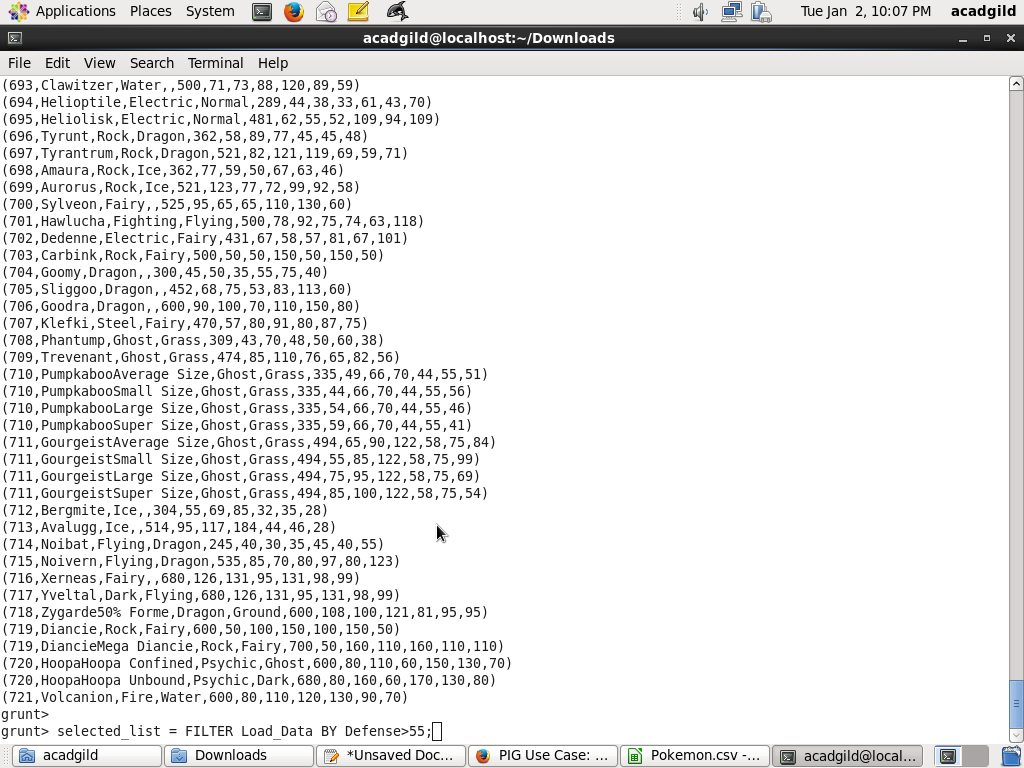


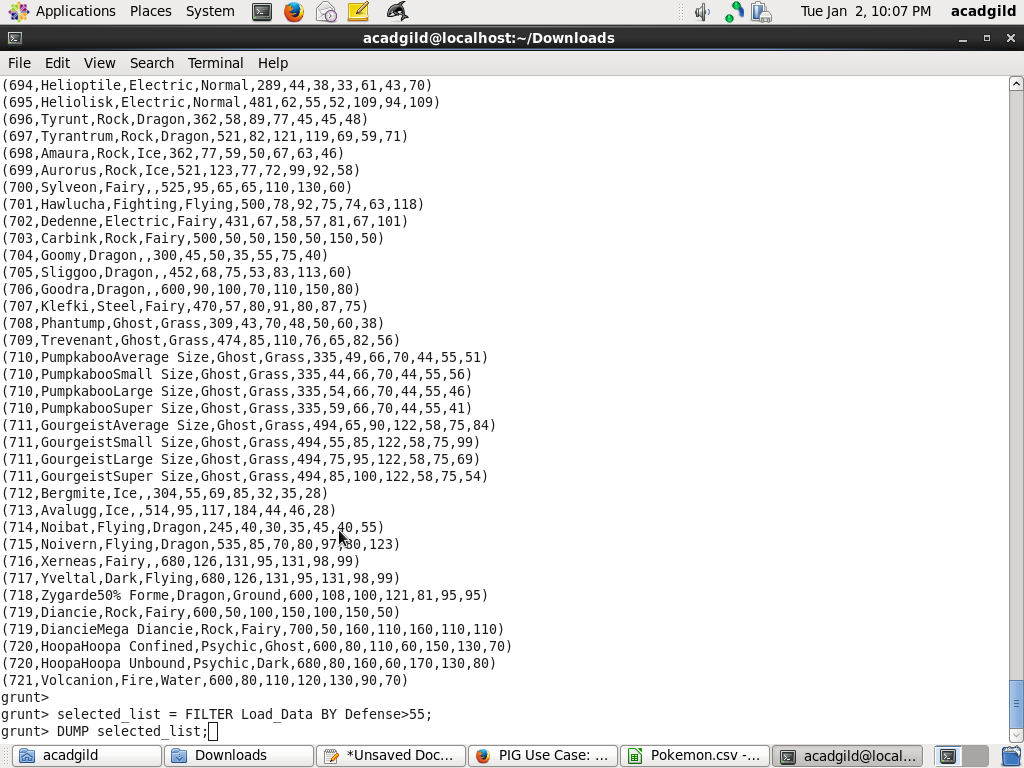
#### Ques 1: Find the list of players that have been selected in the qualifying round (DEFENCE>55).

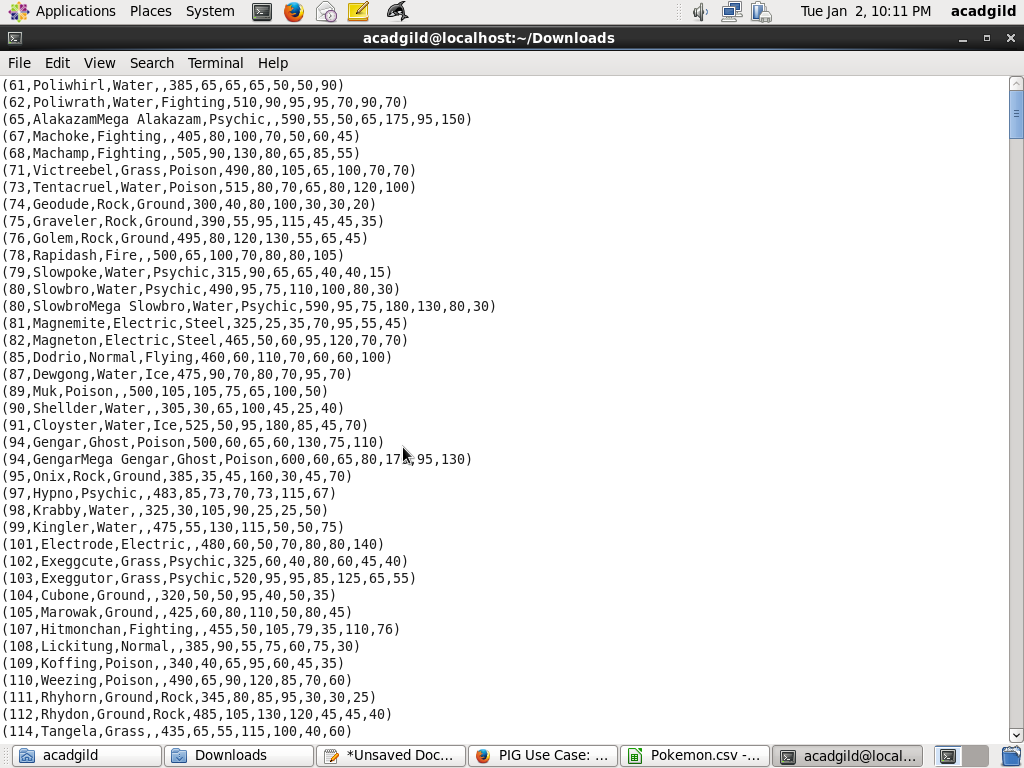
*Command*

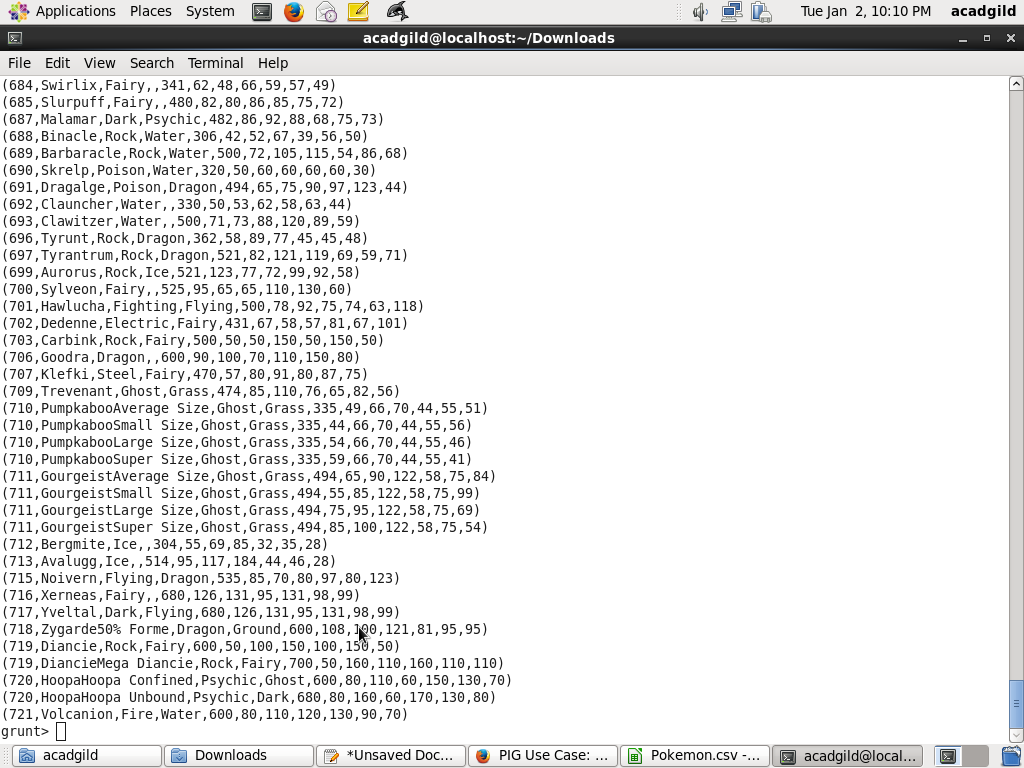
selected\_list = FILTER Load\_Data BY Defense>55;

dump;









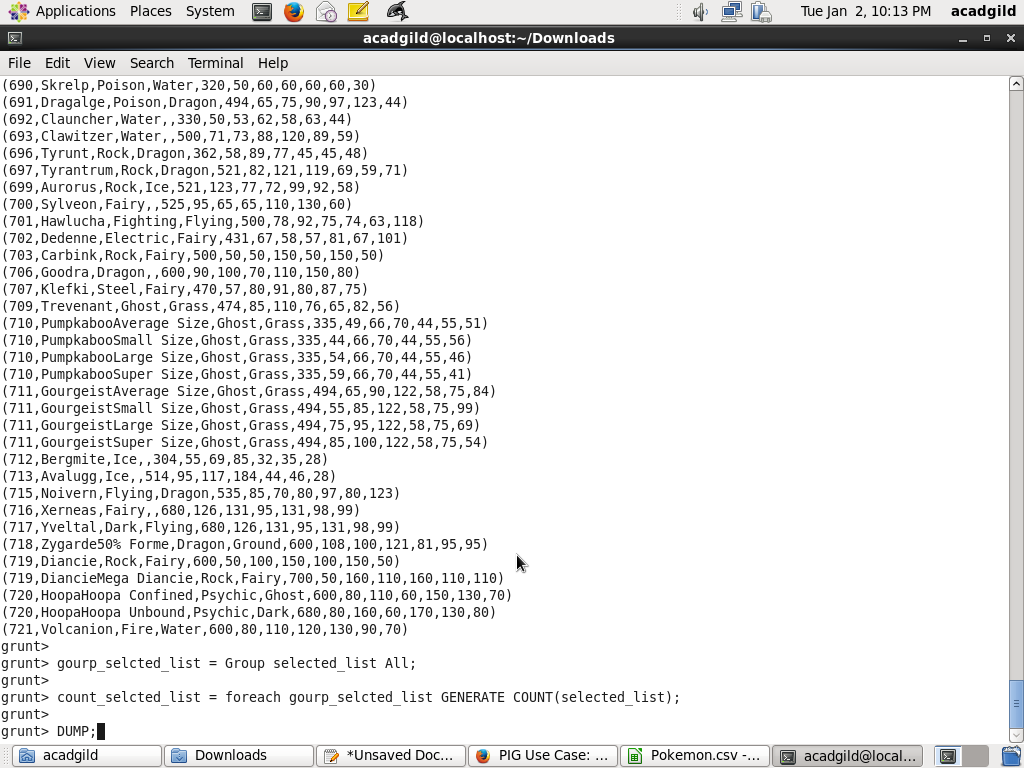
#### Ques 2: State the number of players taking part in the competition after getting selected in the qualifying round.

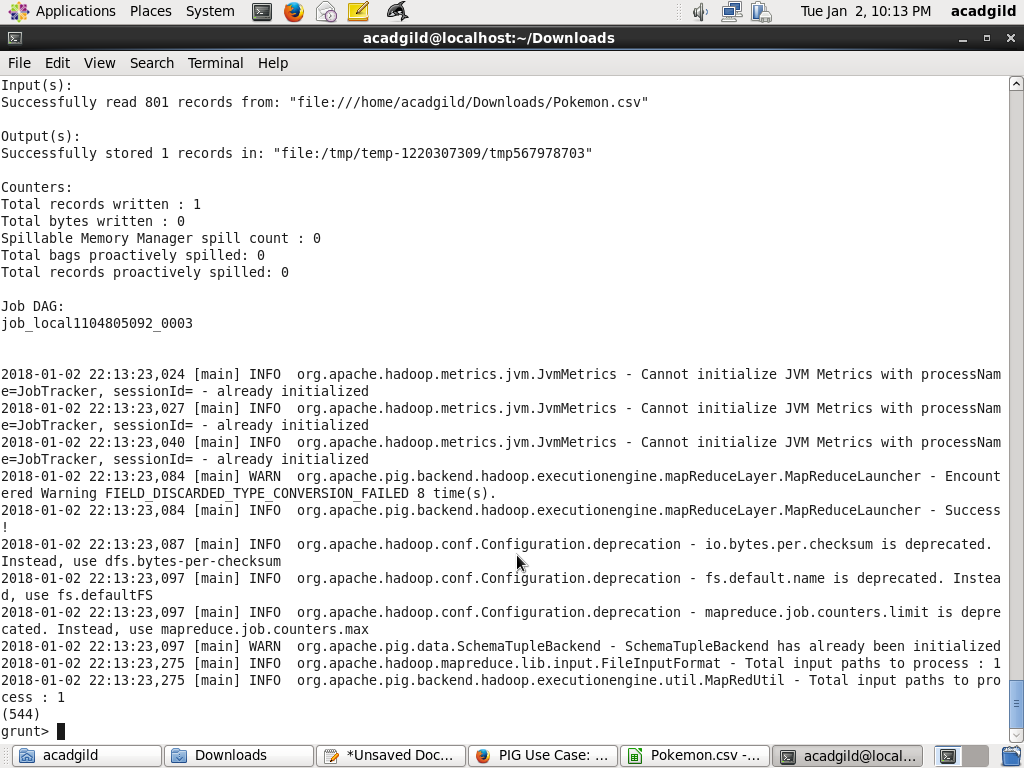
*ommand*

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

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

dump;



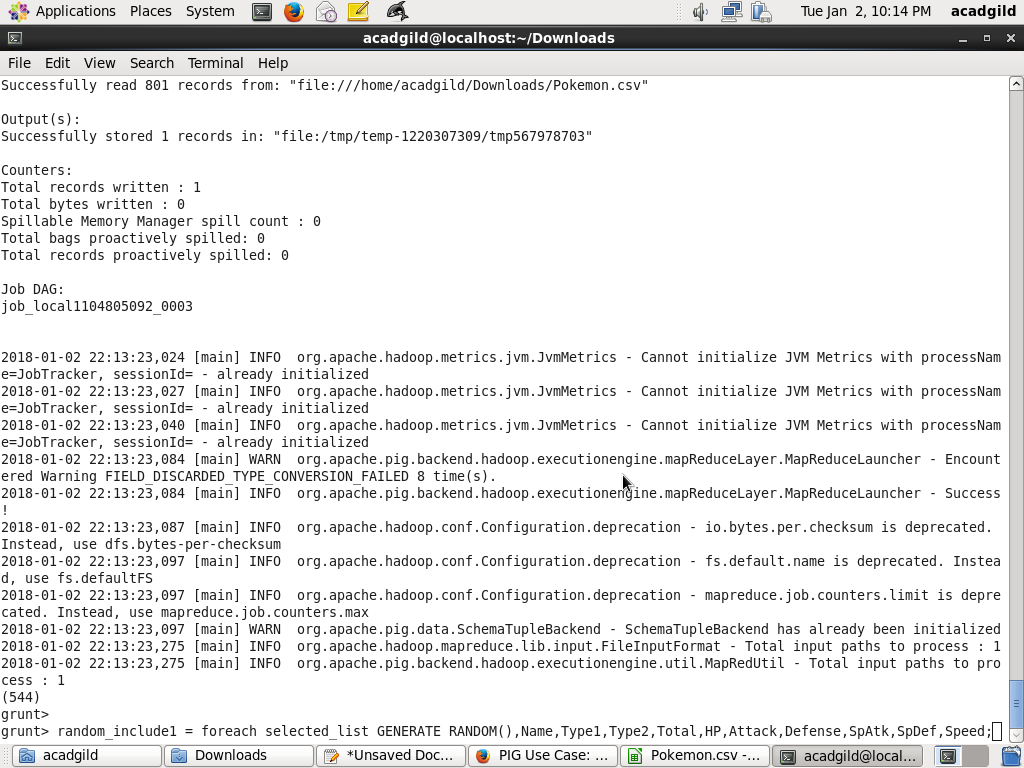


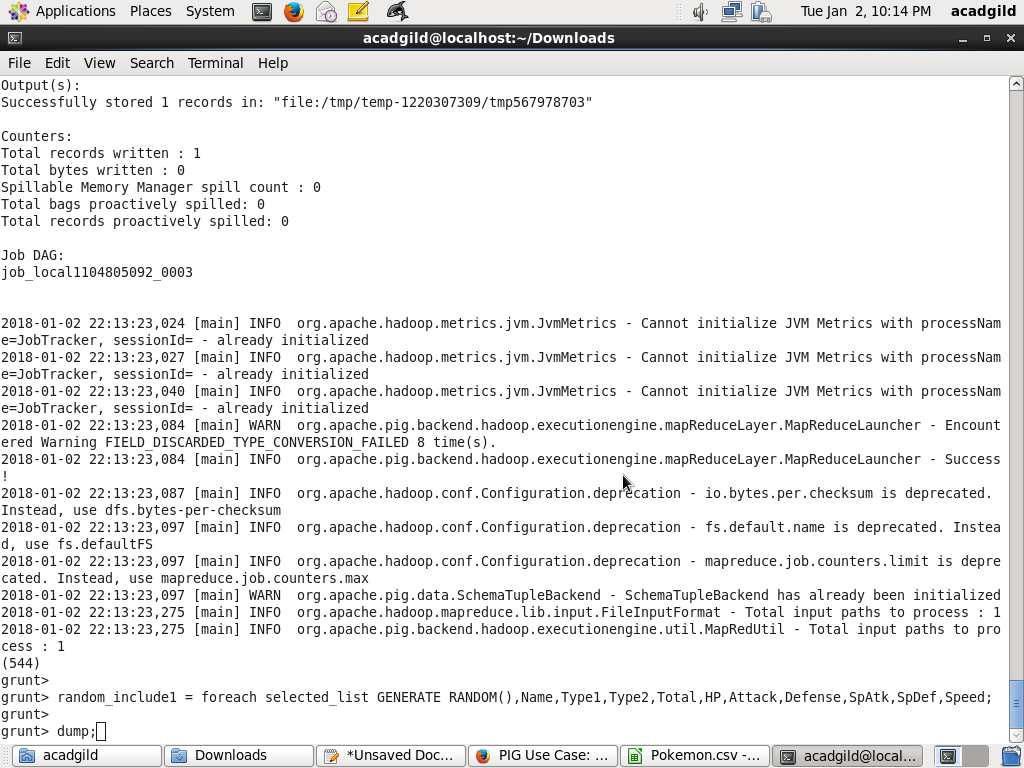
#### Ques 3: Using random() generate random numbers for each Pokémon on the selected list.

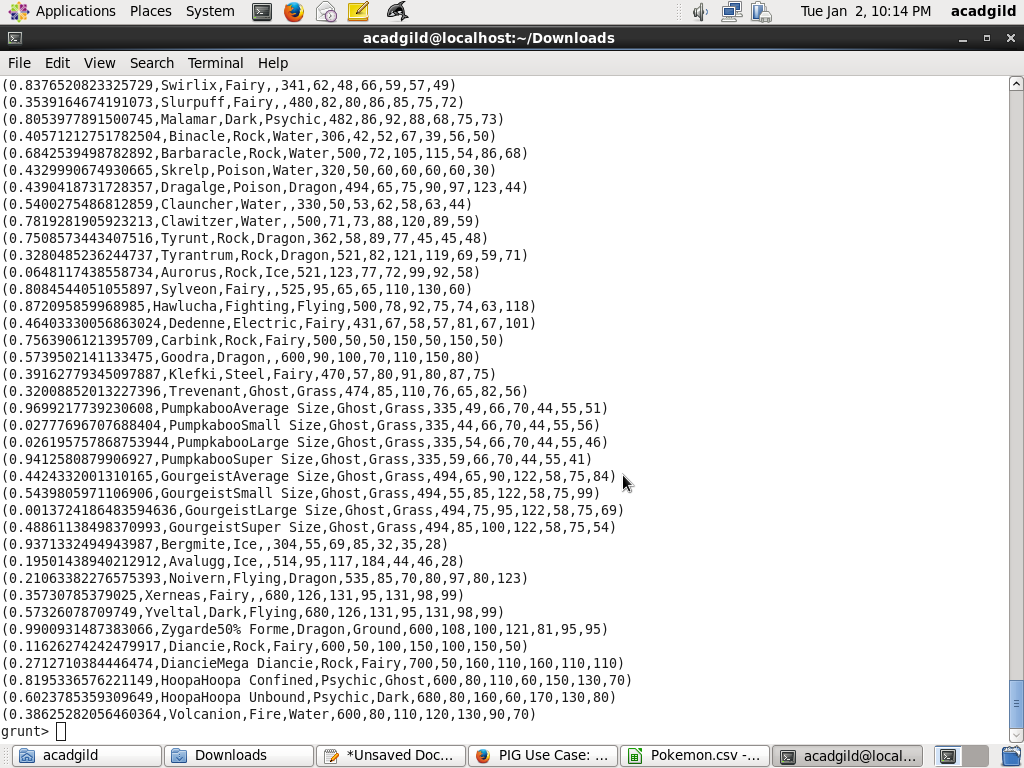
*Command*

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

dump;





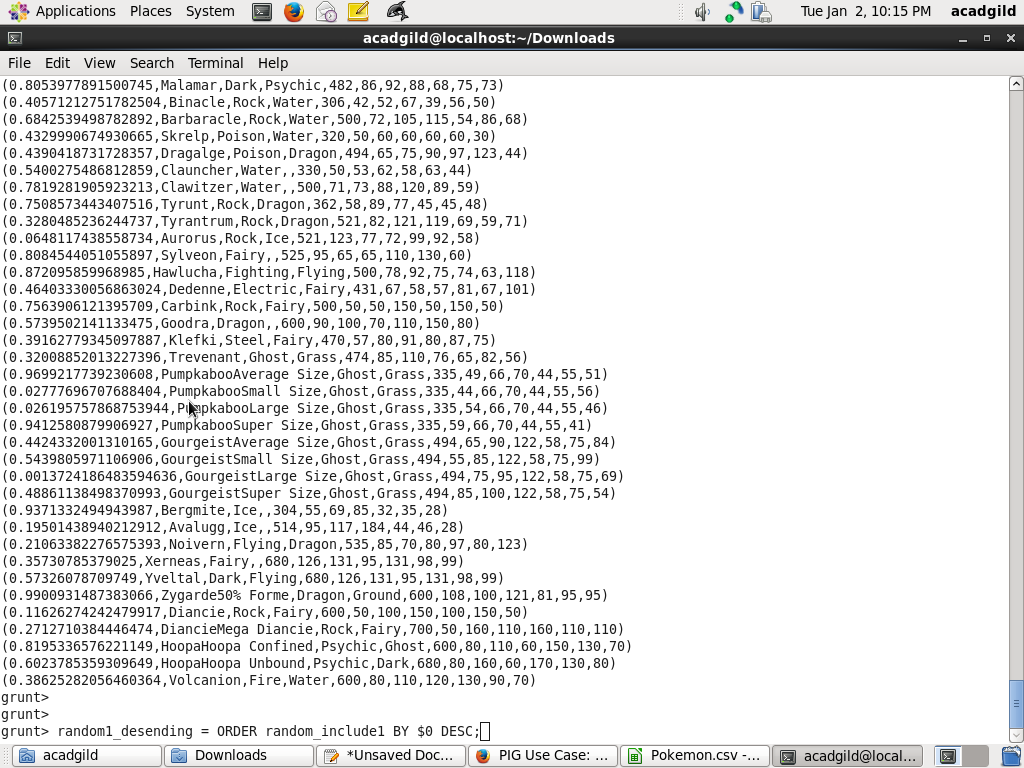


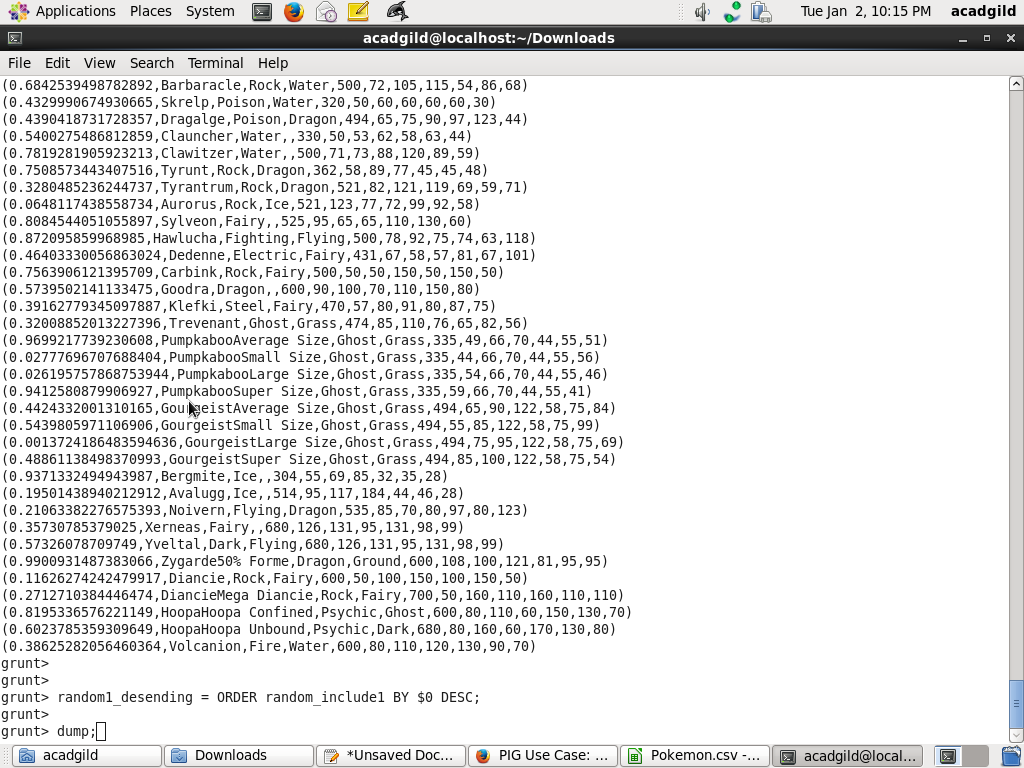
#### Ques 4: Arrange the new list in a descending order according to a column randomly.

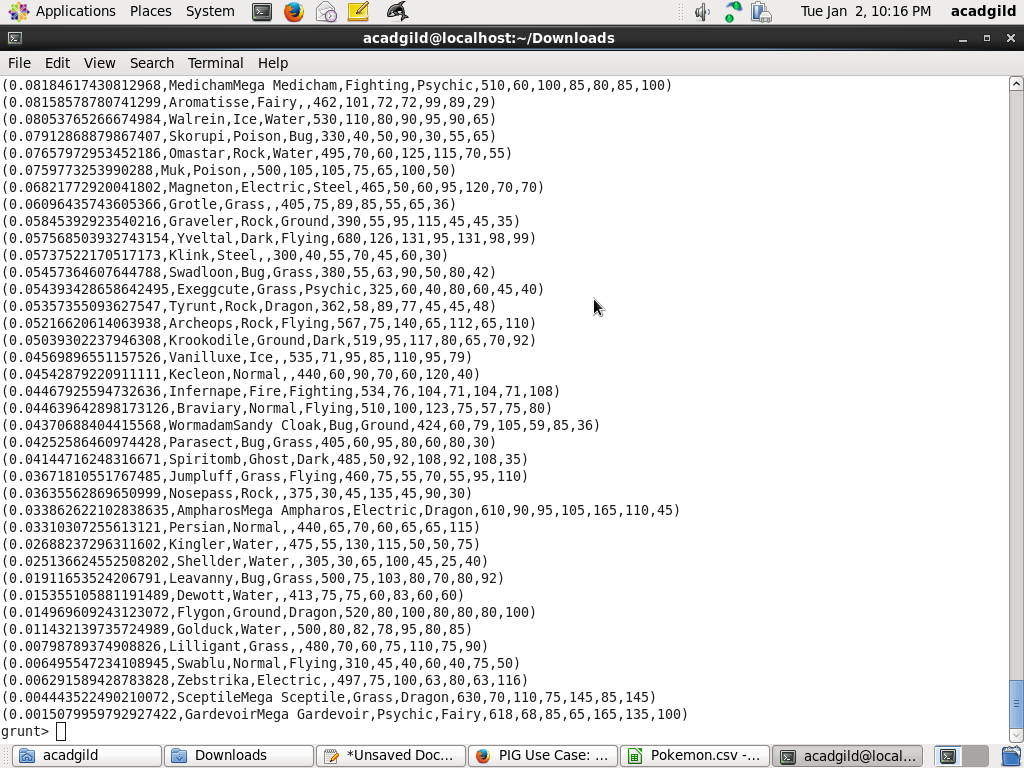
*Command*

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

dump;





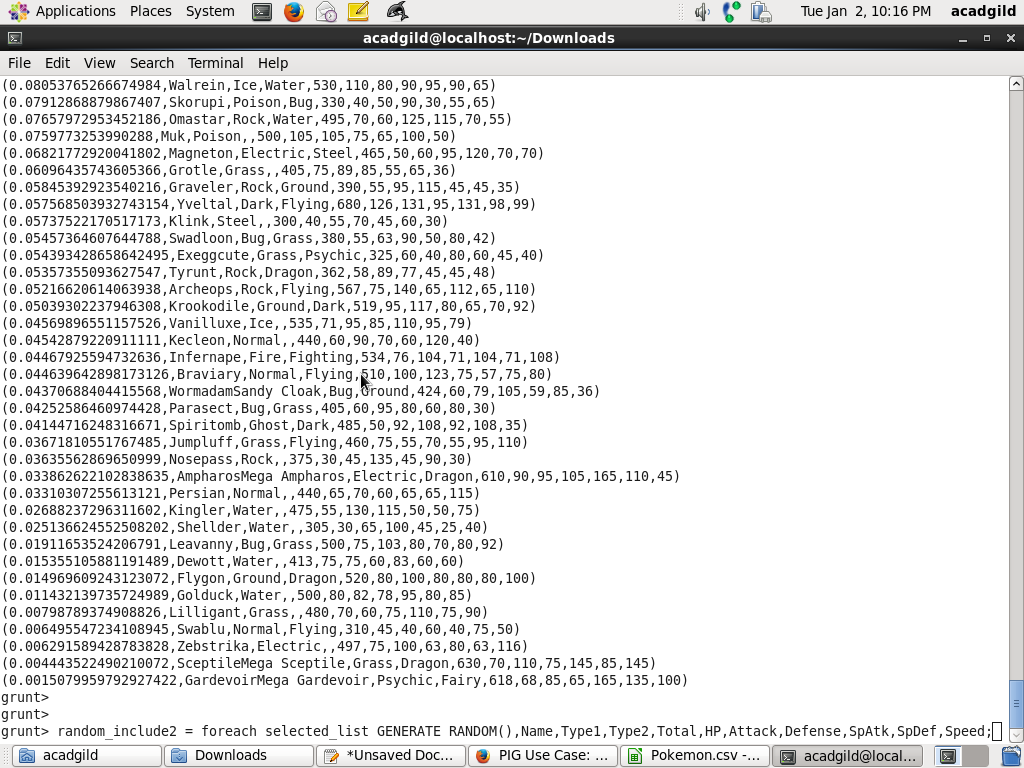


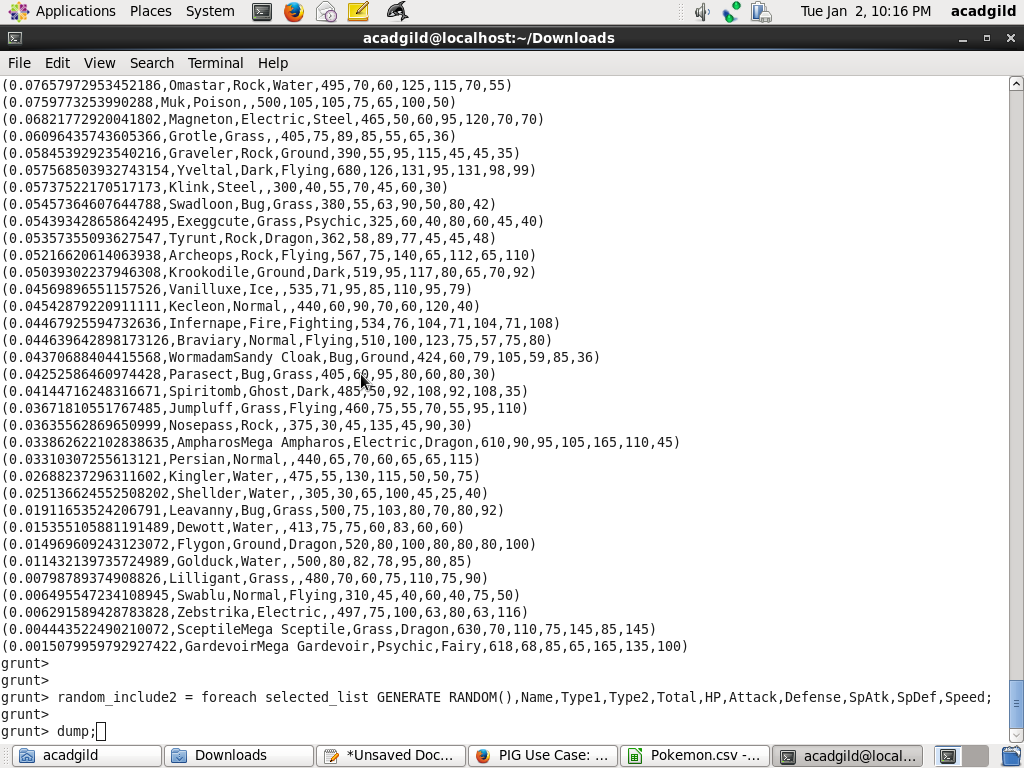
#### Ques 5: Now on a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.

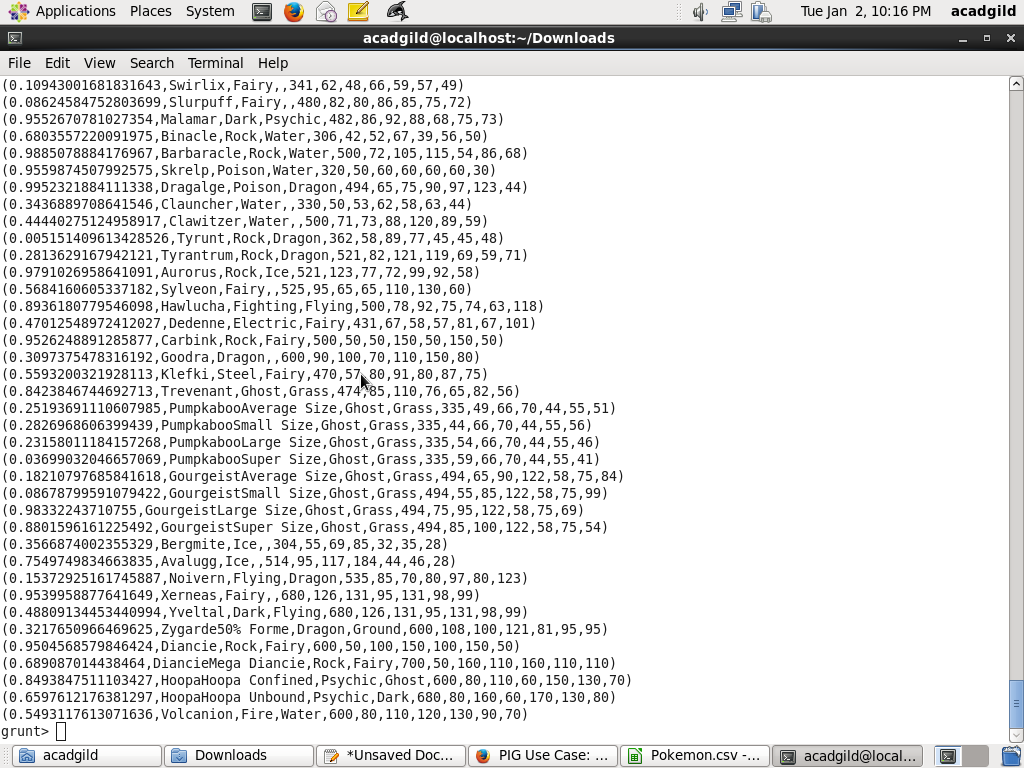
*Command*

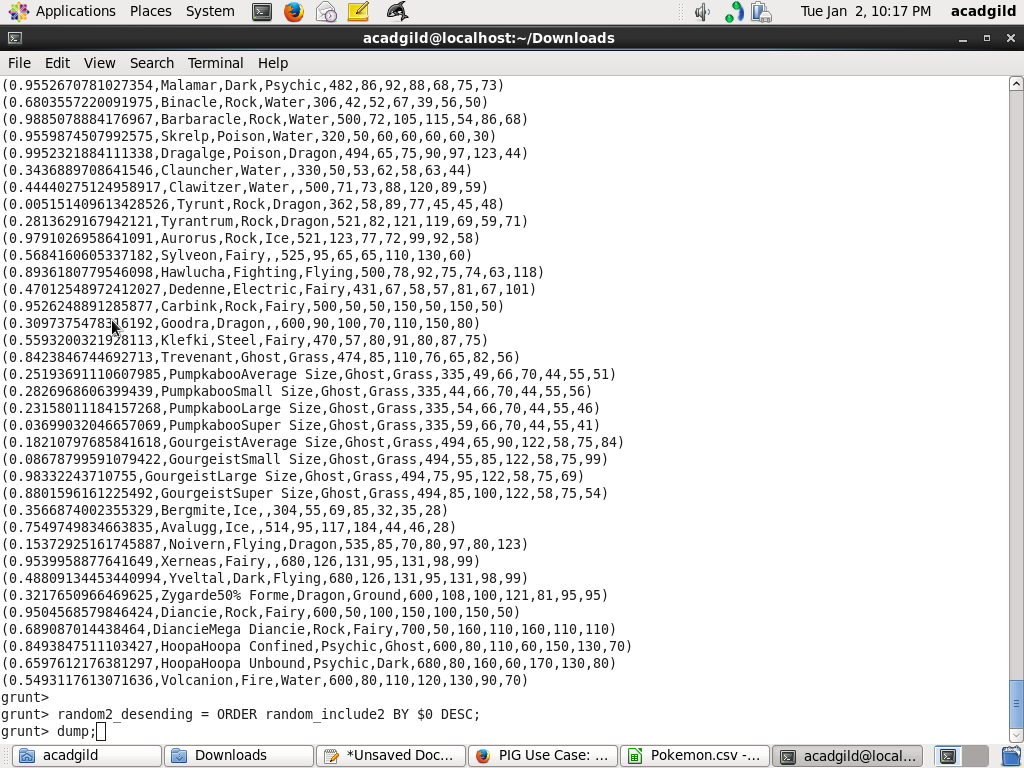
random\_include2 = foreach selected\_list GENERATE RANDOM(),Name,Type1,Type2,Total,HP,Attack,Defense,SpAtk,SpDef,Speed;

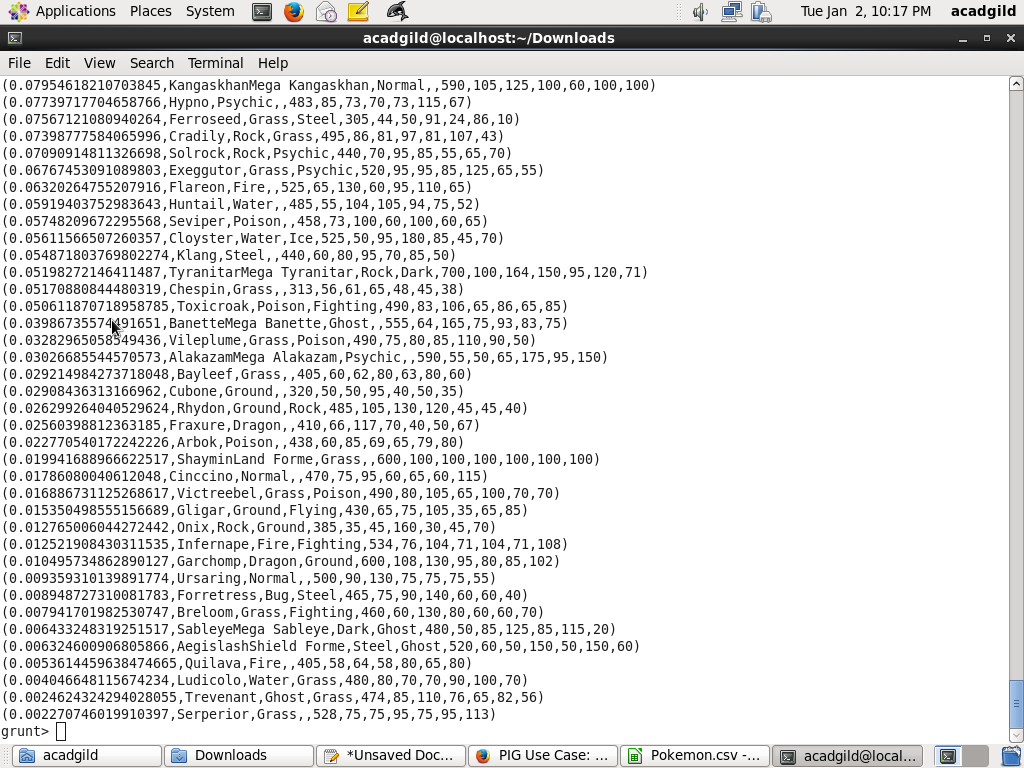
random2\_desending = ORDER random\_include2 BY $0 DESC;









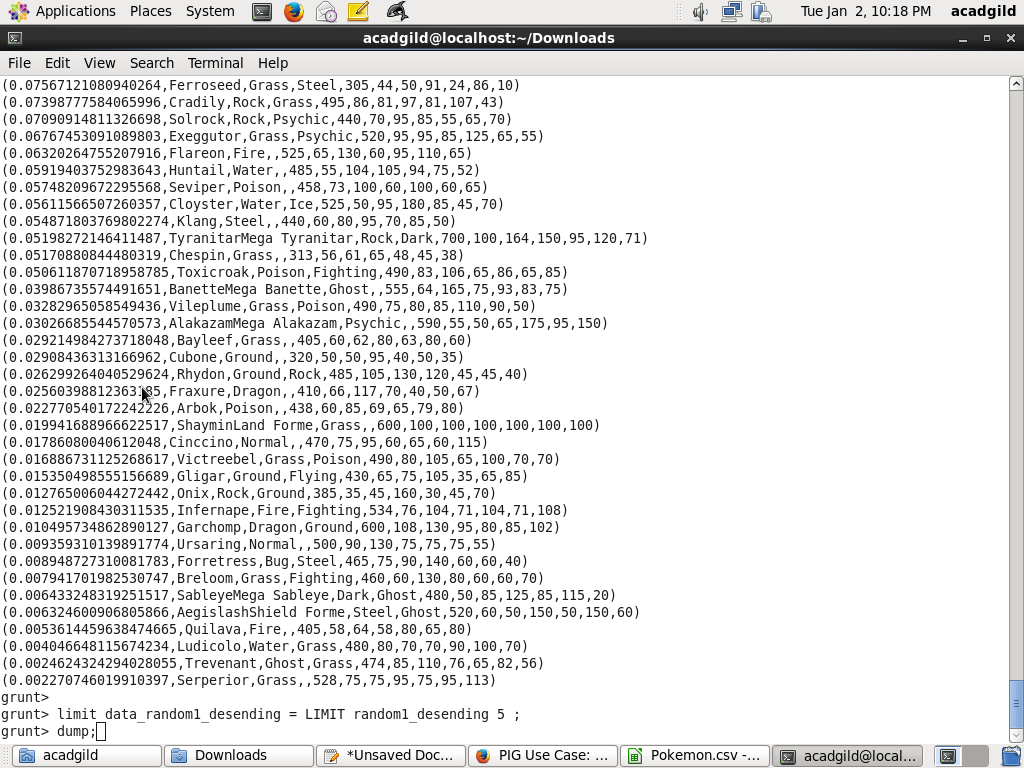


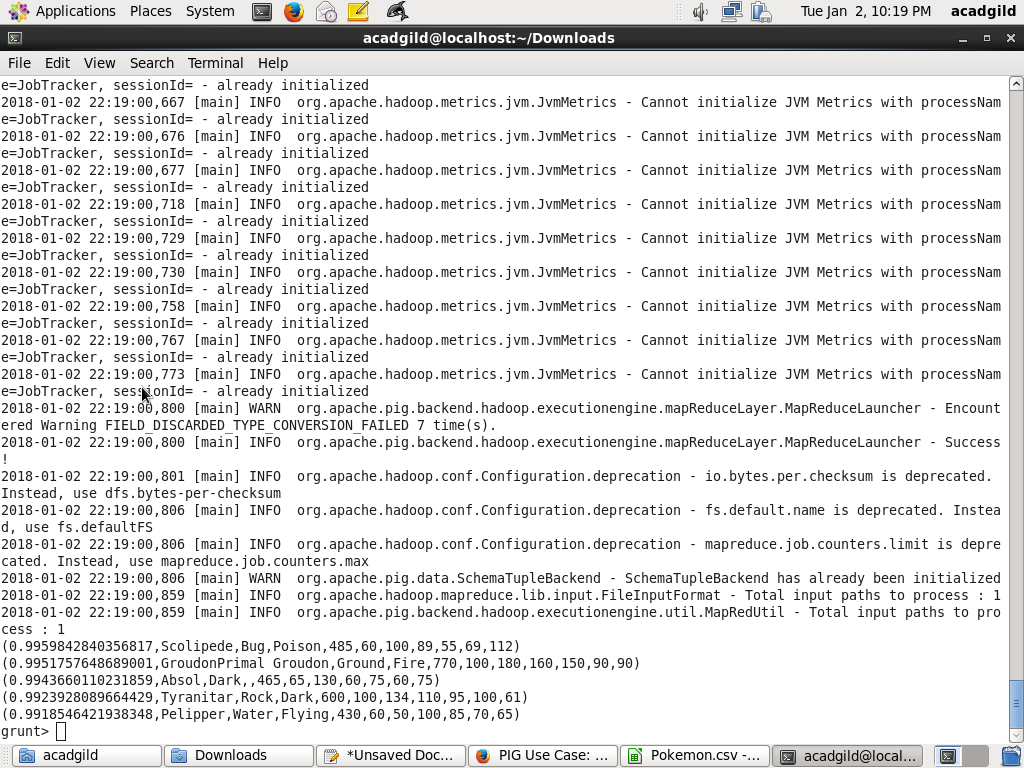
#### Ques: From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.

*Commands*

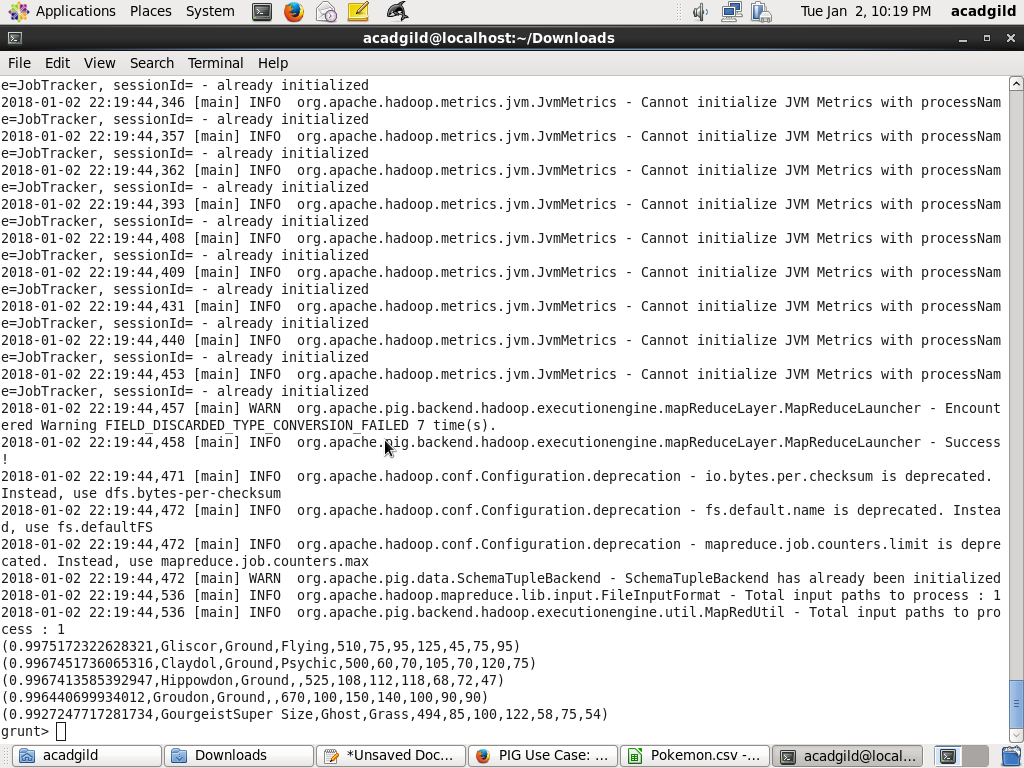
limit\_data\_random1\_desending = LIMIT random1\_desending 5 ;

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





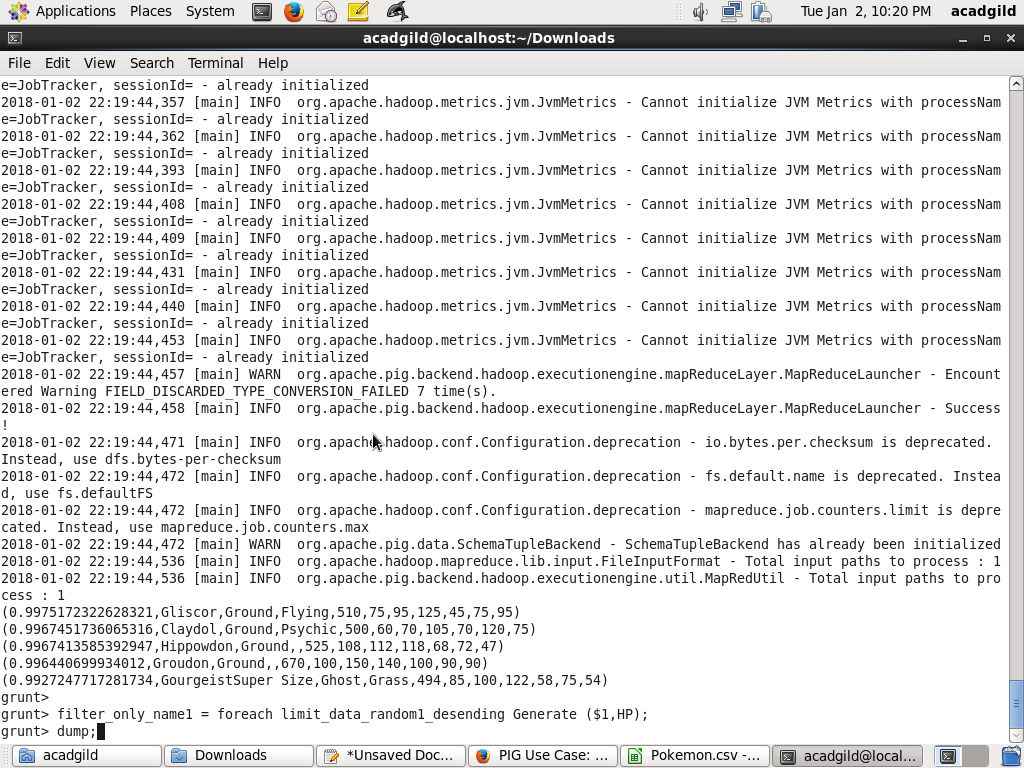


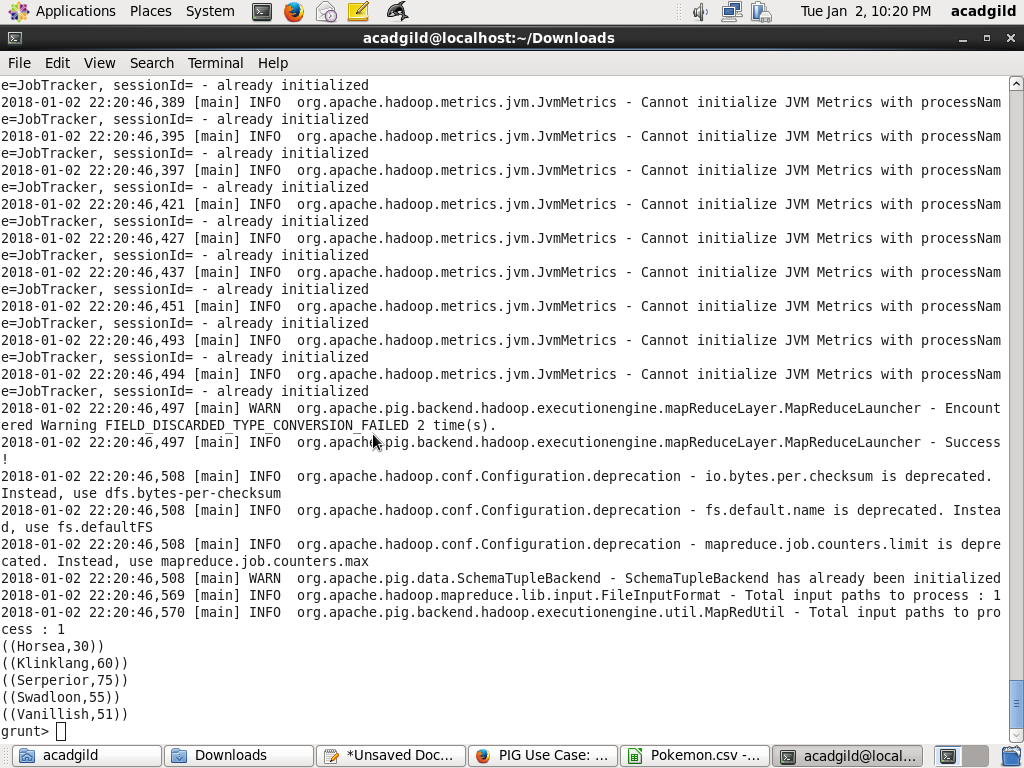


#### Ques: Store the data on a local drive to announce for the final match. By the name player1 and player2 (only show the NAME and HP).

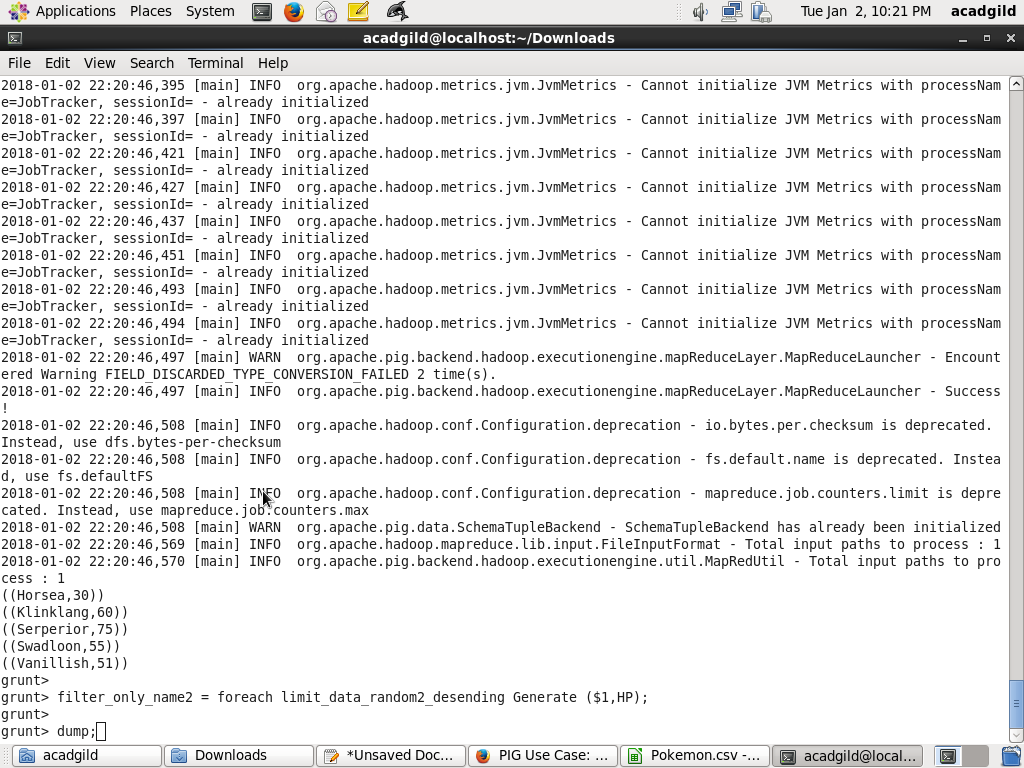
*Commands*

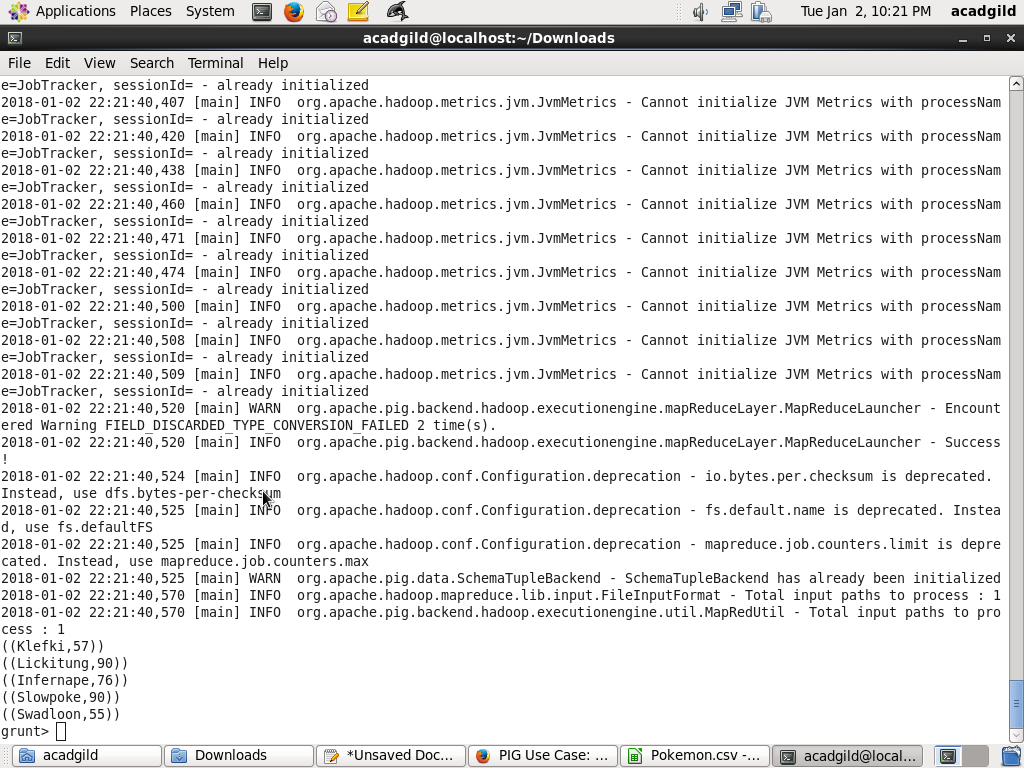
filter\_only\_name1 = foreach limit\_data\_random1\_desending Generate ($1,HP);



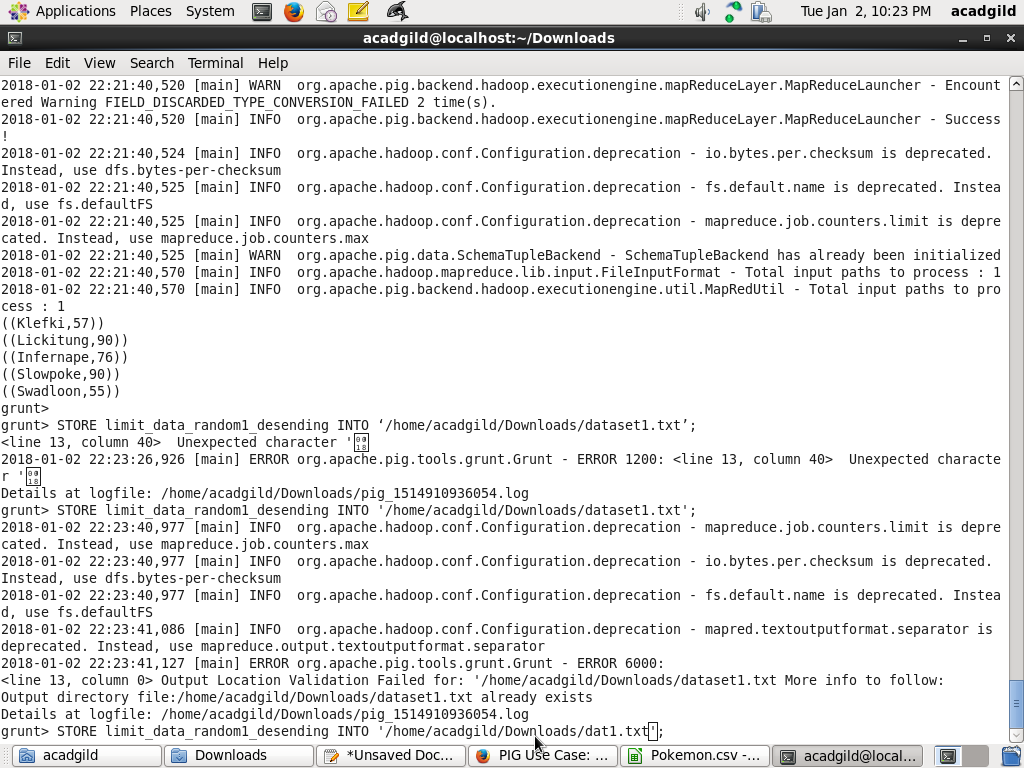


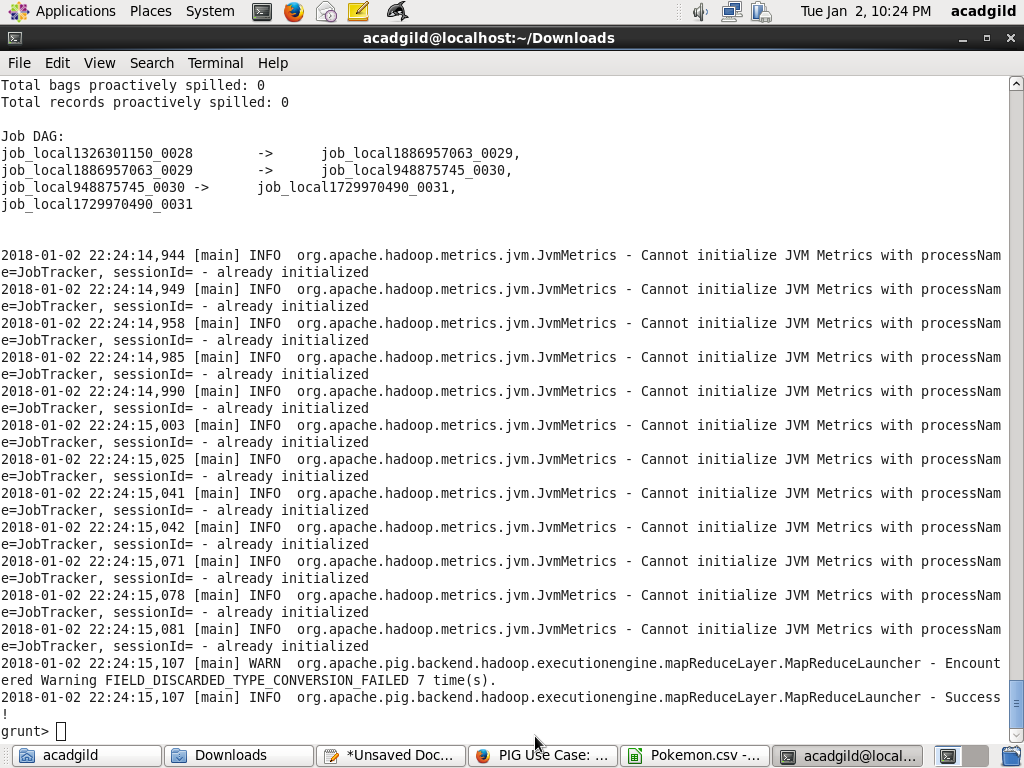
filter\_only\_name2 = foreach limit\_data\_random2\_desending Generate ($1,HP);

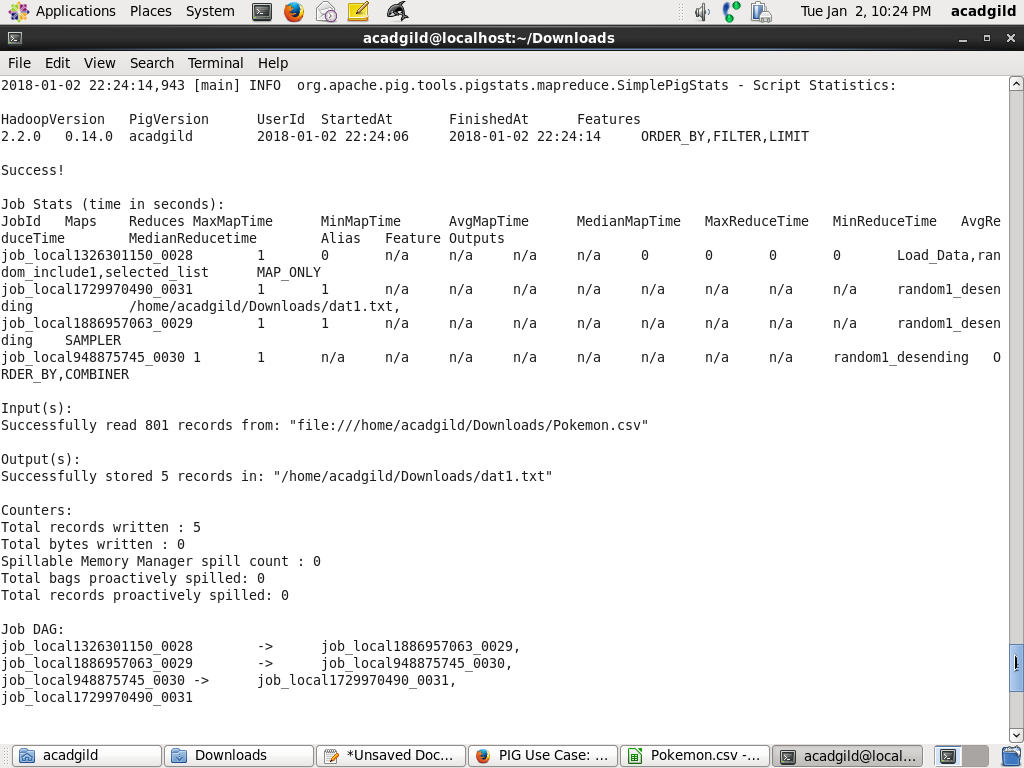




STORE limit\_data\_random1\_desending INTO ‘/home/acadgild/Downloads/dat1.txt’;







STORE limit\_data\_random2\_desending INTO ‘/home/acadgild/Documents/prateek/PIG/player2.txt’;

