**Assignment – Data Aggregation Activity**

**Name:** VIRAG PATEL

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* **Creating first table:**

CREATE TABLE average\_critic\_score\_Sports\_games

(

Sports\_critic­­\_score float

);

* **Storing average critic score for Sports games under given column name:**

INSERT OVERWRITE TABLE average\_critic\_score\_Sports\_games

SELECT AVG (critic\_score) as Sports\_critic\_score

FROM sales\_Genre

Where Genre LIKE “%Sports%”;

* **Creating second table:**

CREATE TABLE average\_critic\_score\_Shooter\_games

(

Shooter\_critic\_score float

);

* **Storing average critic score for Shooter games under given column name:**

INSERT OVERWRITE TABLE average\_critic\_score\_Shooter\_games

SELECT AVG (critic\_score) as Shooter\_critic\_score

FROM sales\_Genre

Where Genre LIKE “%Shooter%”;



* **Creating statistics table to find Average, Min and Max values of global sales for all games:**

CREATE TABLE Stat\_Global\_Sales\_all\_games

(

Avg\_Global\_Sales float,

Min\_Global\_Sales int,

Max\_Global\_Sales int

);

* **Storing statistics values under given column name:**

INSERT OVERWRITE TABLE Stat\_Global\_Sales\_all\_games

SELECT AVG (Global\_Sales) as average\_global\_sales

SELECT Min (Global\_Sales) as min\_global\_sales

SELECT Max (Global\_Sales) as max\_global\_sales

FROM sales\_Genre;

* **Creating statistics table to find Average, Min and Max values of global sales for Sports games:**

CREATE TABLE Stat\_Global\_Sales\_Sports\_games

(

Avg\_Global\_Sales float,

Min\_Global\_Sales int,

Max\_Global\_Sales int

);

* **Storing statistics values under given column name:**

INSERT OVERWRITE TABLE Stat\_Global\_Sales\_Sports\_games

SELECT AVG (Global\_Sales) as average\_global\_sales

SELECT Min (Global\_Sales) as min\_global\_sales

SELECT Max (Global\_Sales) as max\_global\_sales

FROM sales\_Genre

Where Genre LIKE “%Sports%”;

* **Creating statistics table to find Average, Min and Max values of global sales for Shooter games:**

CREATE TABLE Stat\_Global\_Sales\_Shooter\_games

(

Avg\_Global\_Sales float,

Min\_Global\_Sales int,

Max\_Global\_Sales int

);

* **Storing statistics values under given column name:**

INSERT OVERWRITE TABLE Stat\_Global\_Sales\_Shooter\_games

SELECT AVG (Global\_Sales) as average\_global\_sales

SELECT Min (Global\_Sales) as min\_global\_sales

SELECT Max (Global\_Sales) as max\_global\_sales

FROM sales\_Genre

Where Genre LIKE “%Shooter%”;



* **Creating table to count:**

CREATE TABLE Global\_Sales\_count\_Sports

(

Global\_Sales int,

Count int

);

* **Counting games with global sales for Sports games:**

INSERT OVERWRITE TABLE Global\_Sales\_count\_Sports

SELECT Global\_Sales, COUNT (Global\_Sales) as count

FROM sales\_Genre

Where Genre LIKE “%Sports%”

Group by Global\_Sales;

* **Creating table to count:**

CREATE TABLE Global\_Sales\_count\_Shooter

(

Global\_Sales int,

Count int

);

* **Counting games with global sales for Shooter games:**

INSERT OVERWRITE TABLE Global\_Sales\_count\_Shooter

SELECT Global\_Sales, COUNT (Global\_Sales) as count

FROM sales\_Genre

Where Genre LIKE “%Shooter%”

Group by Global\_Sales;