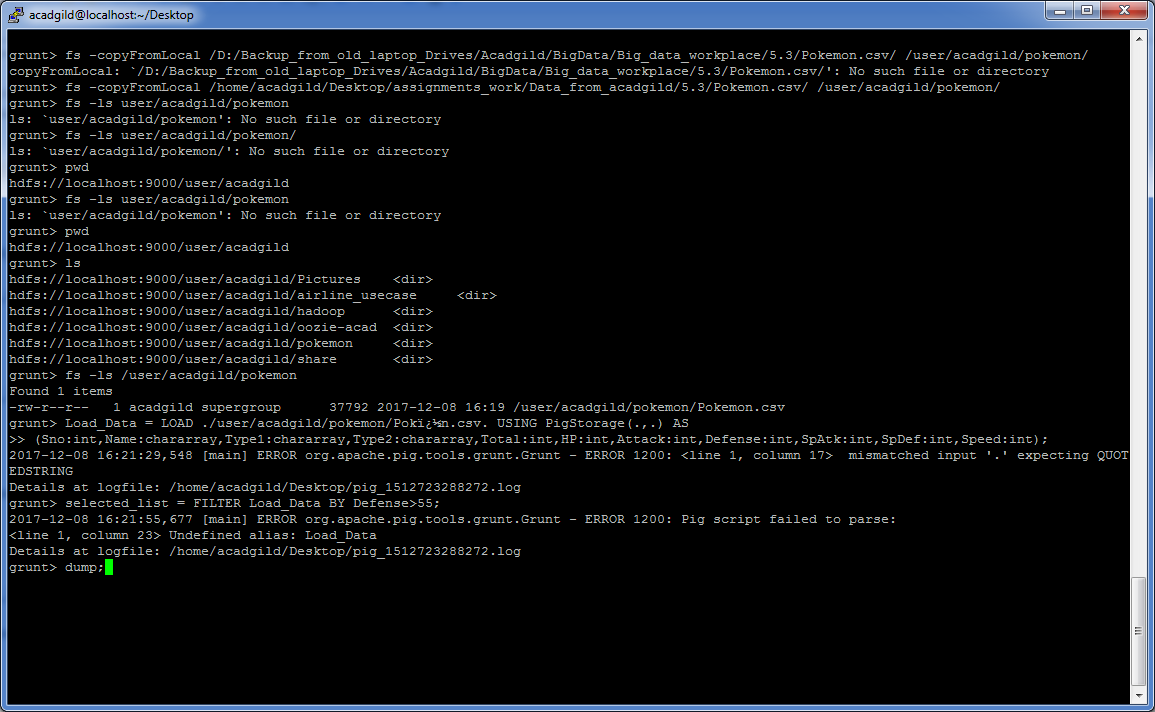
**Ques 1: Find the list of players that have been selected in the qualifying round (DEFENCE>55).**

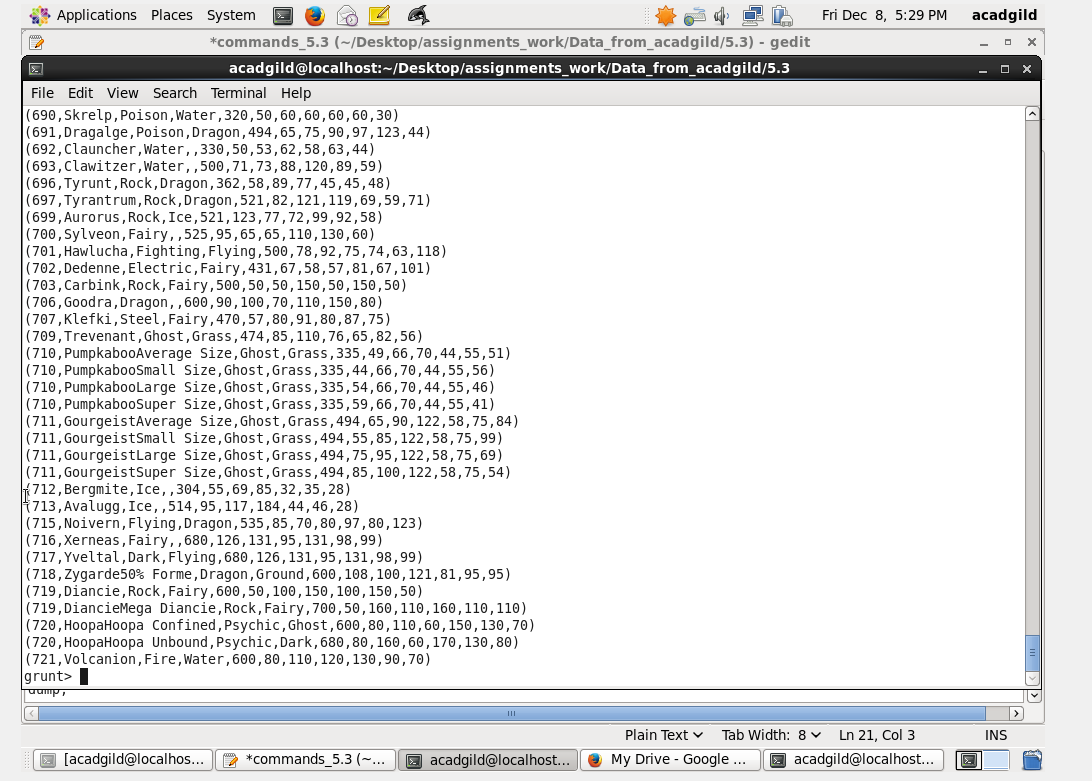
**fs -copyFromLocal /home/acadgild/Desktop/assignments\_work/Data\_from\_acadgild/5.3/Pokemon.csv/ /user/acadgild/pokemon/**

**Load\_Data = LOAD '/user/acadgild/pokemon/Pokemon.csv' USING PigStorage(',') AS(Sno:int,Name:chararray,Type1:chararray,Type2:chararray,Total:int,HP:int,Attack:int,Defense:int,Sp. Atk:int,Sp. Def:int,Speed:int);**

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

**dump selected\_list;**



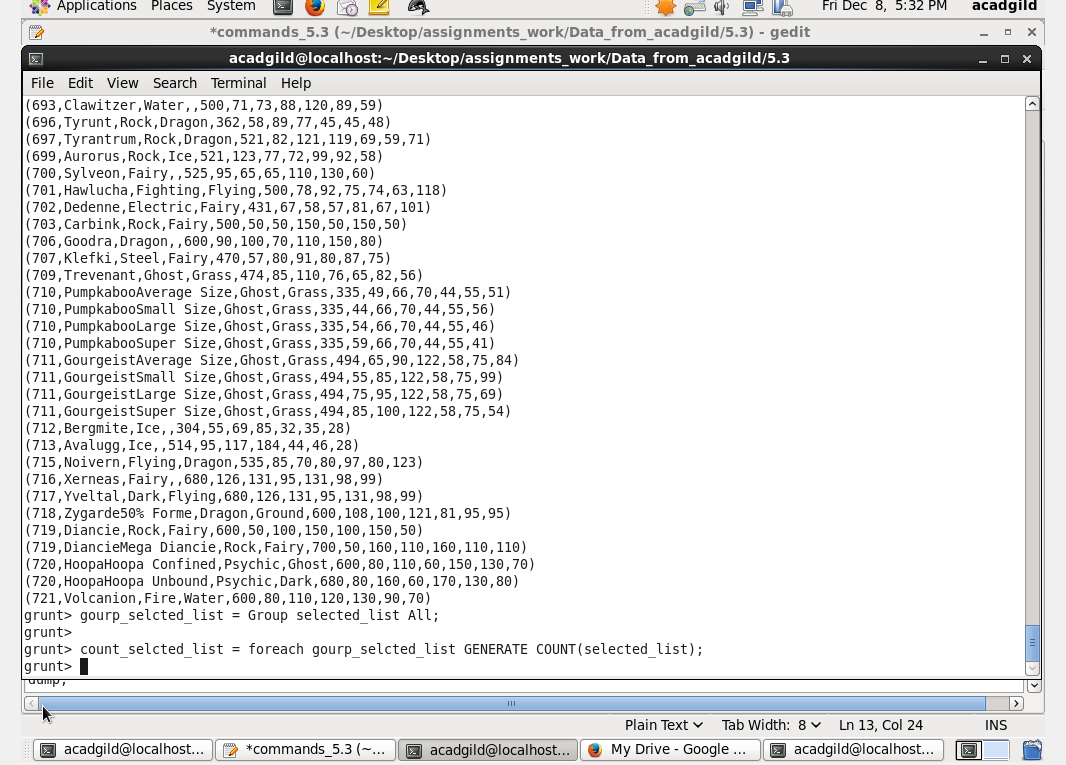


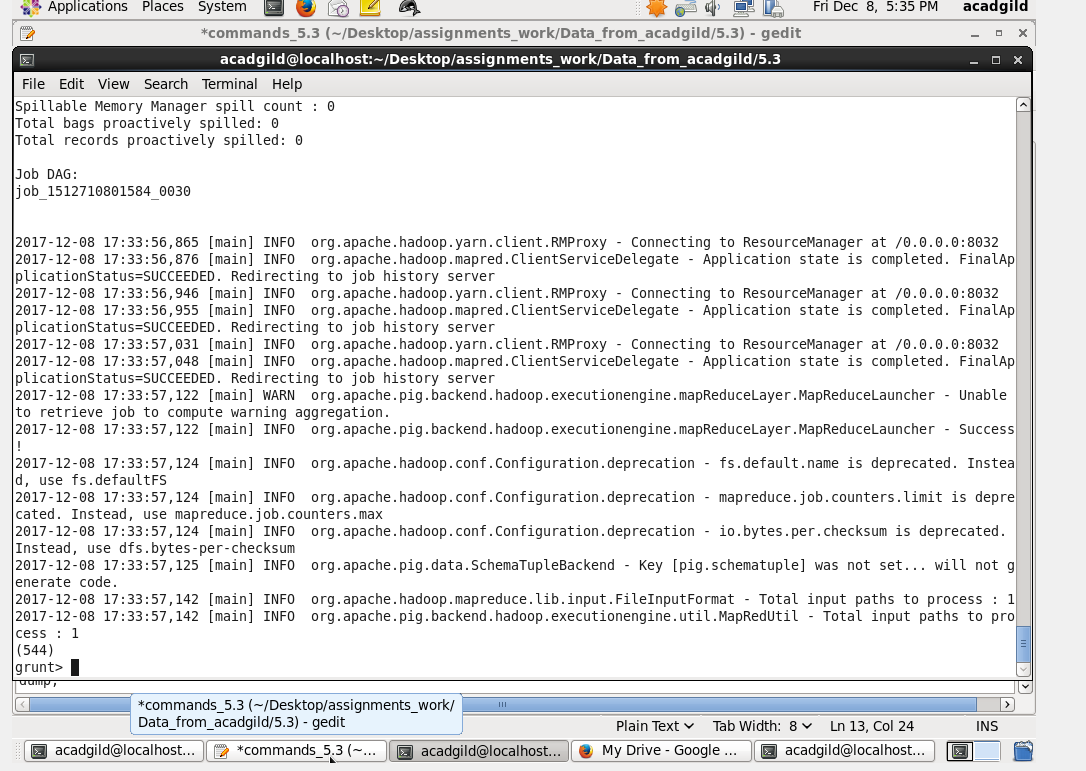
**Ques 2: State the number of players taking part in the competition after getting selected in the qualifying round.**

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

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

dump count\_selcted\_list;

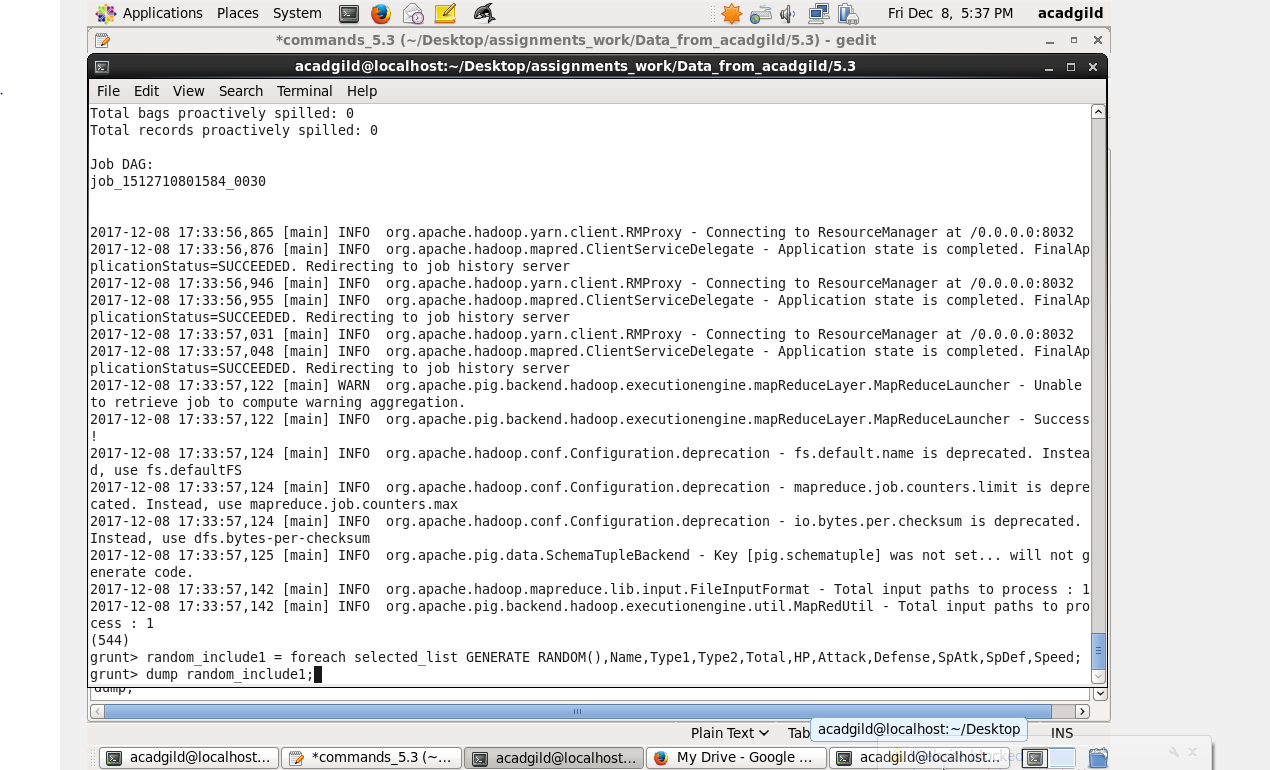


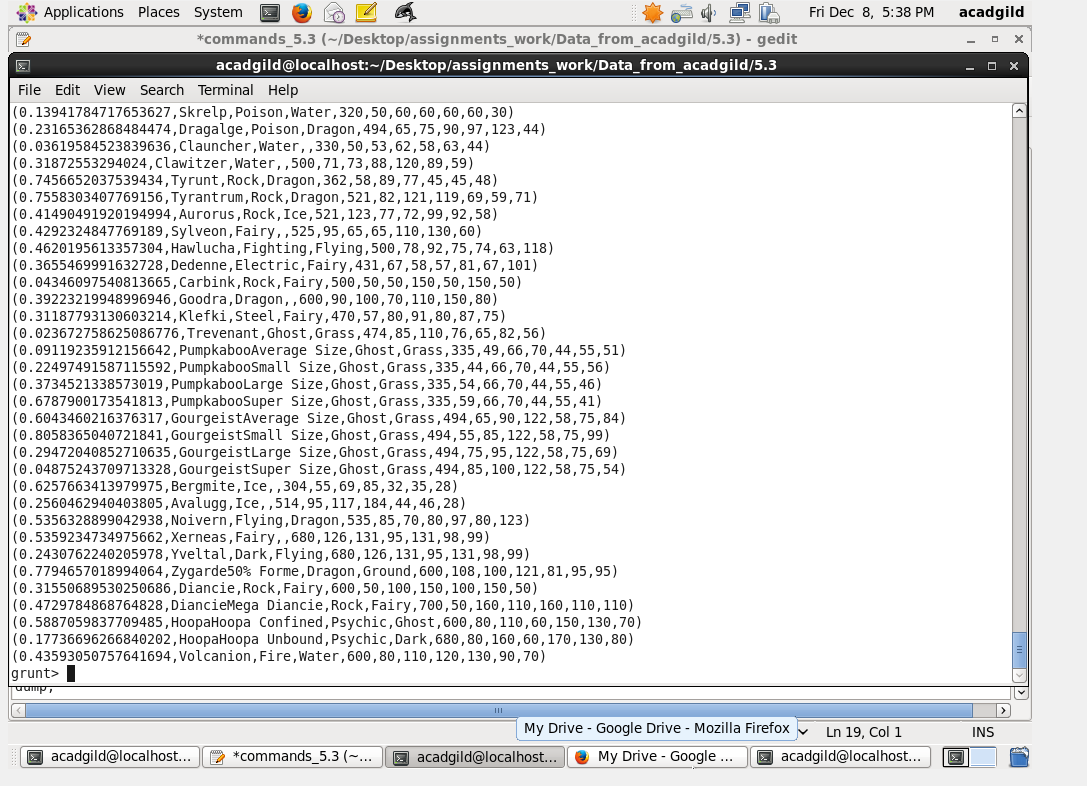


**Ques 3**: **Using random() generate random numbers for each Pokémon on the selected list.**

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

dumprandom\_include1**;**

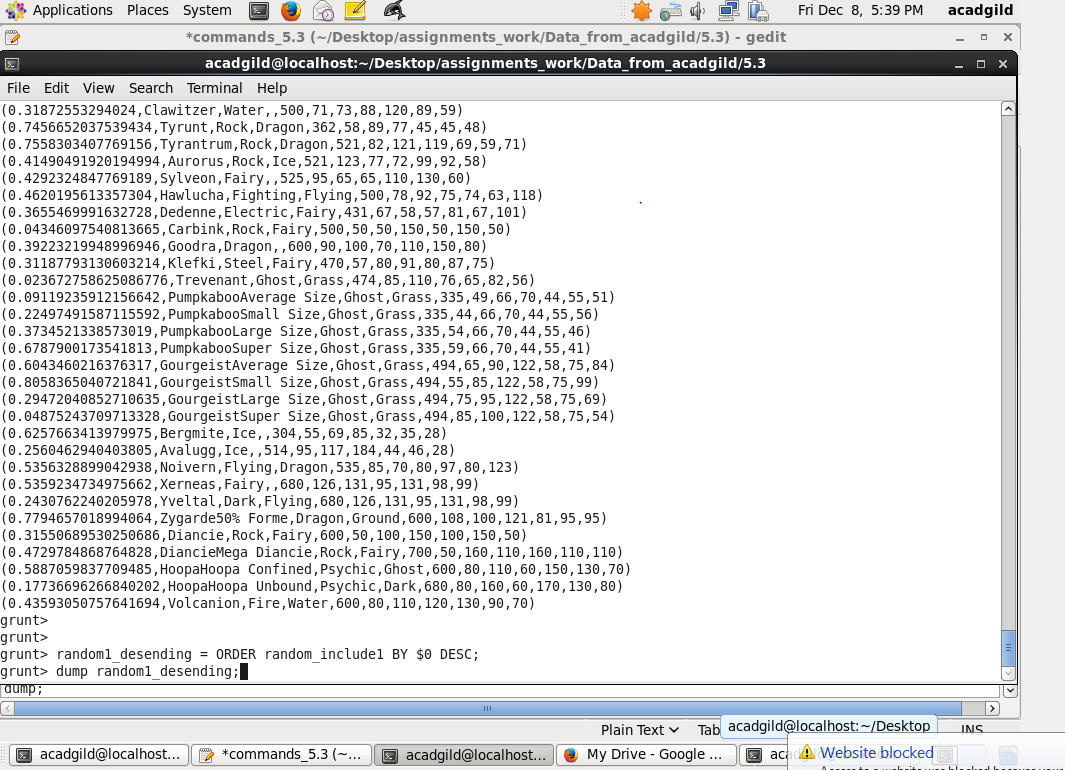


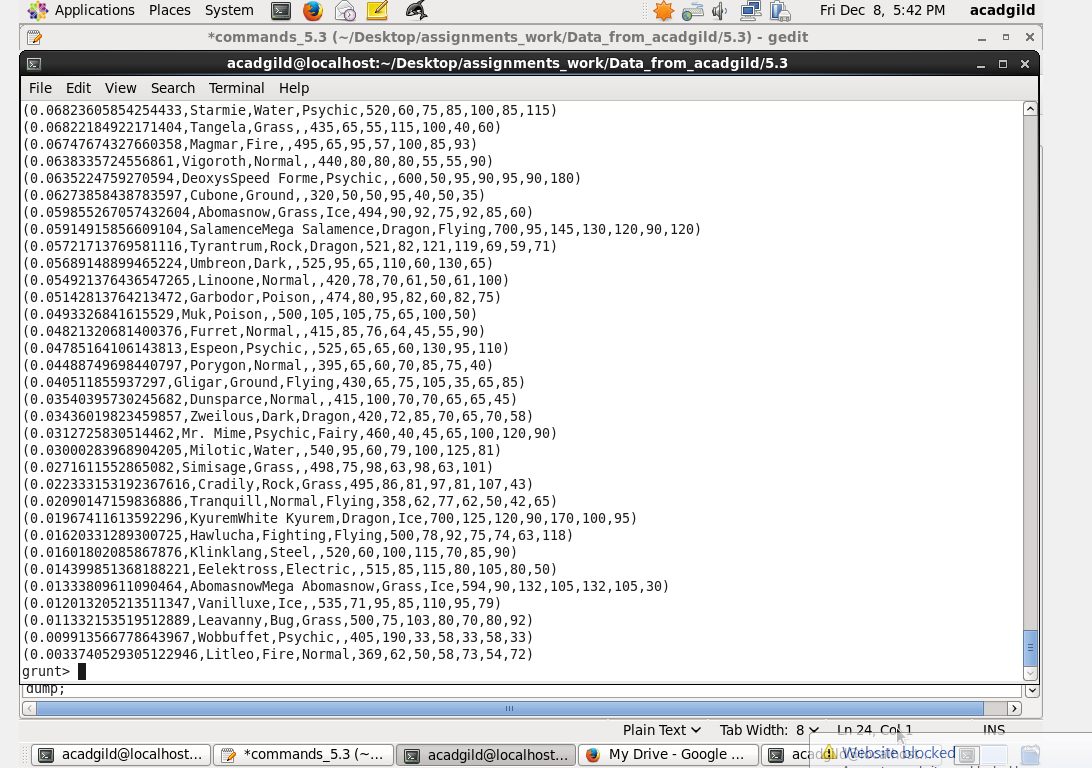


**Ques 4**: **Arrange the new list in a descending order according to a column randomly.**

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

dump random1\_desending;



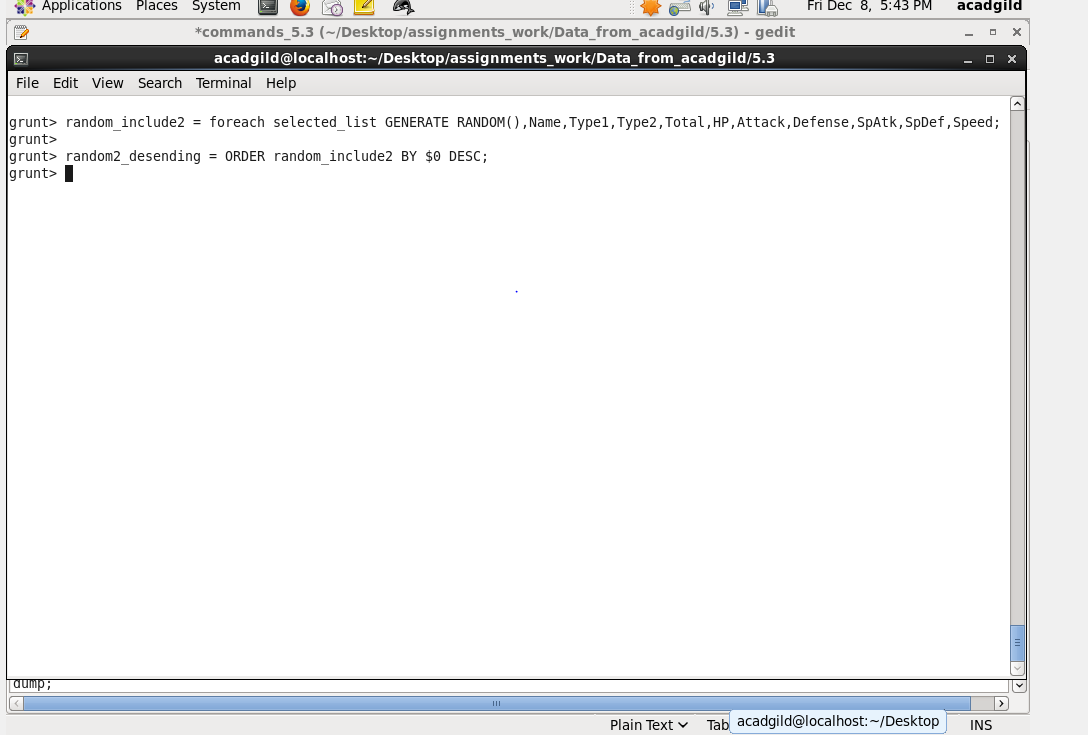


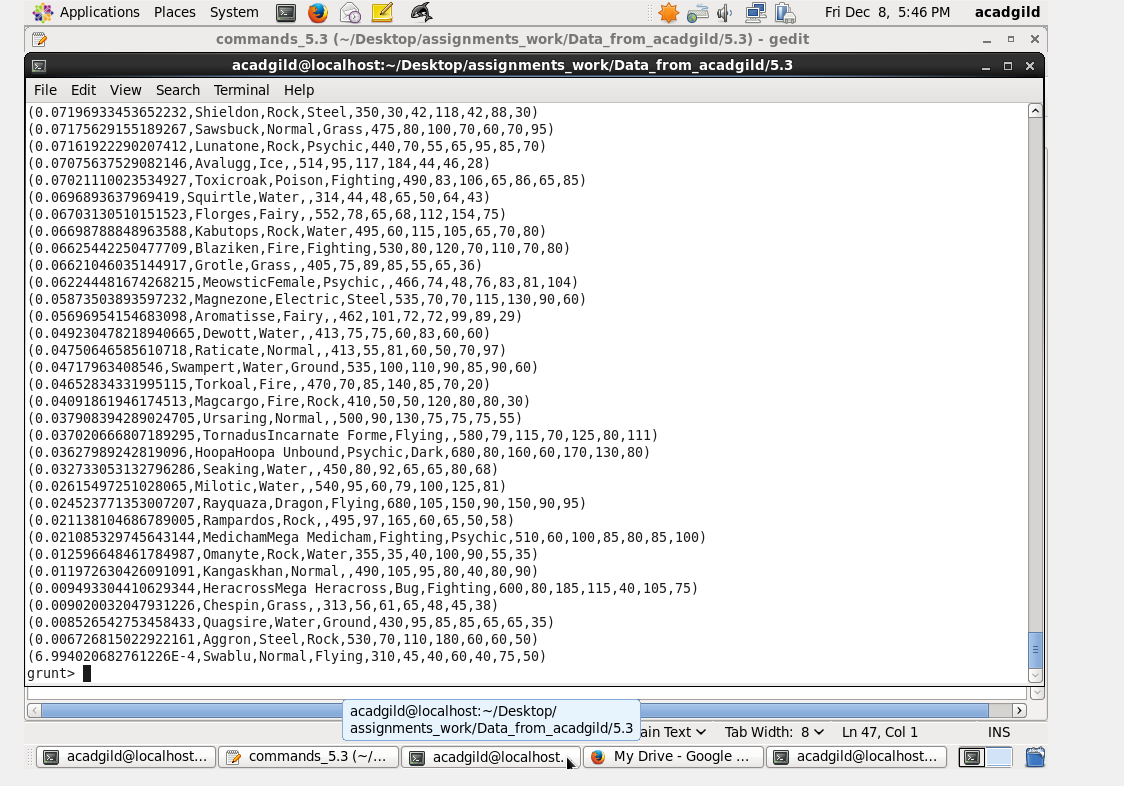
**Ques 5**: **Now on a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.**

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;

dump random2\_desending;



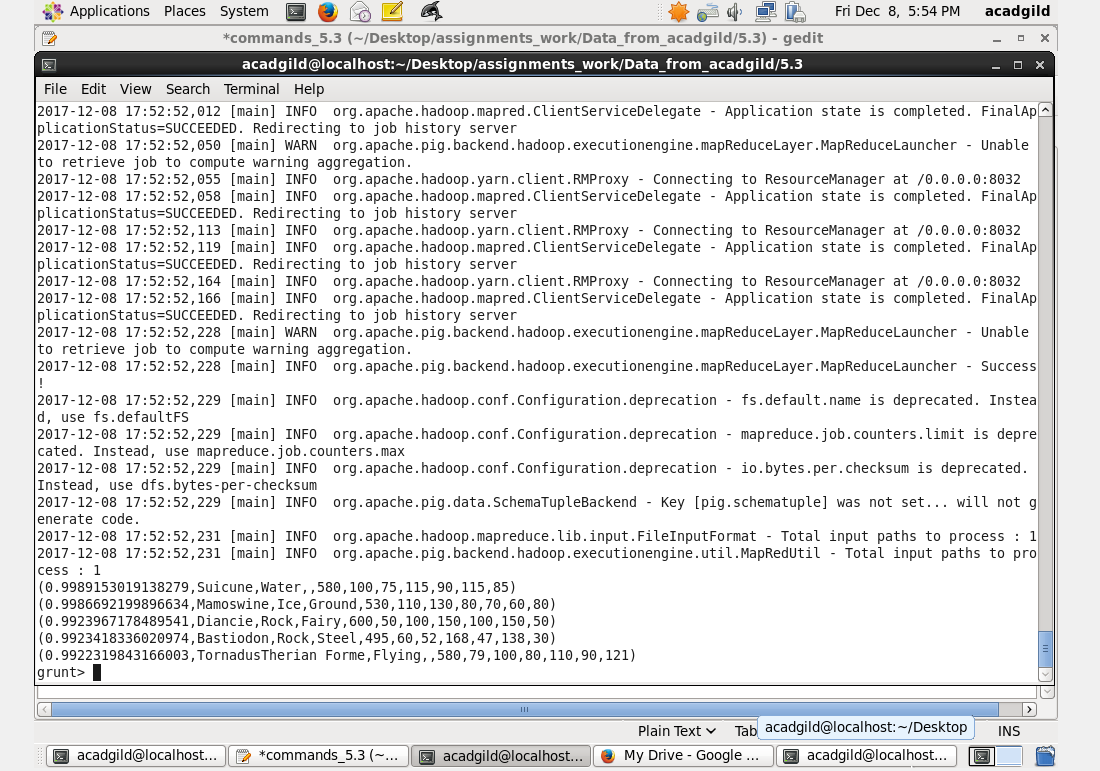


**6. Ques**: **From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.**

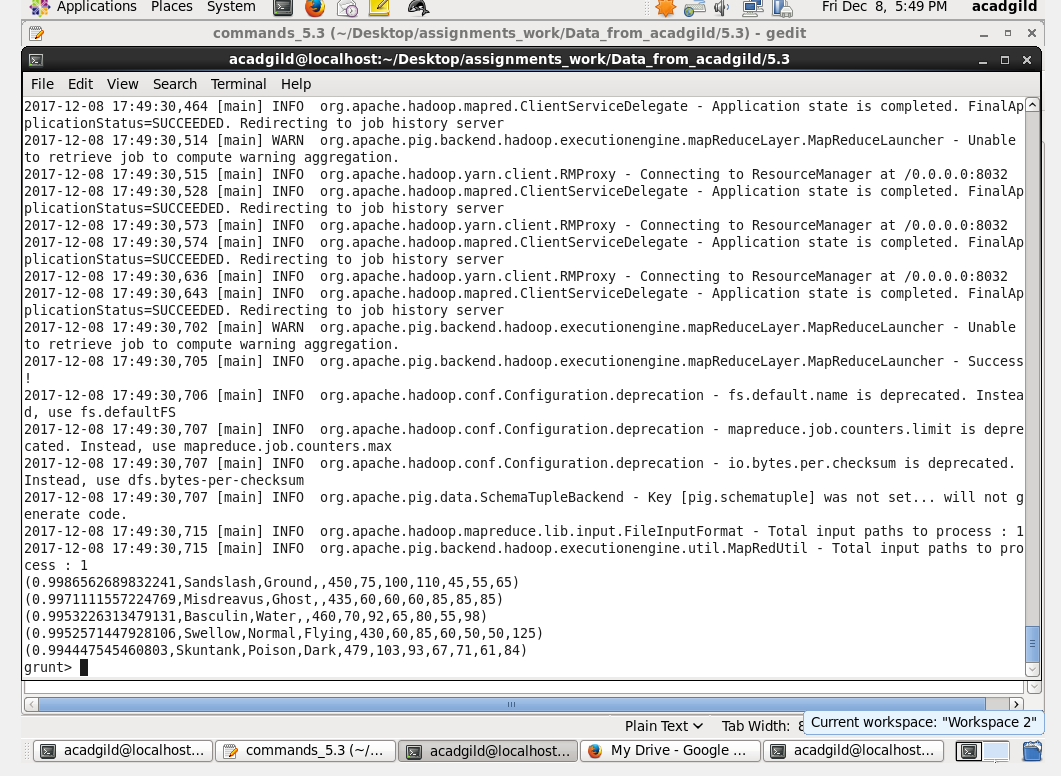
limit\_data\_random1\_desending = LIMIT random1\_desending 5 ;

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

dump limit\_data\_random1\_desending;



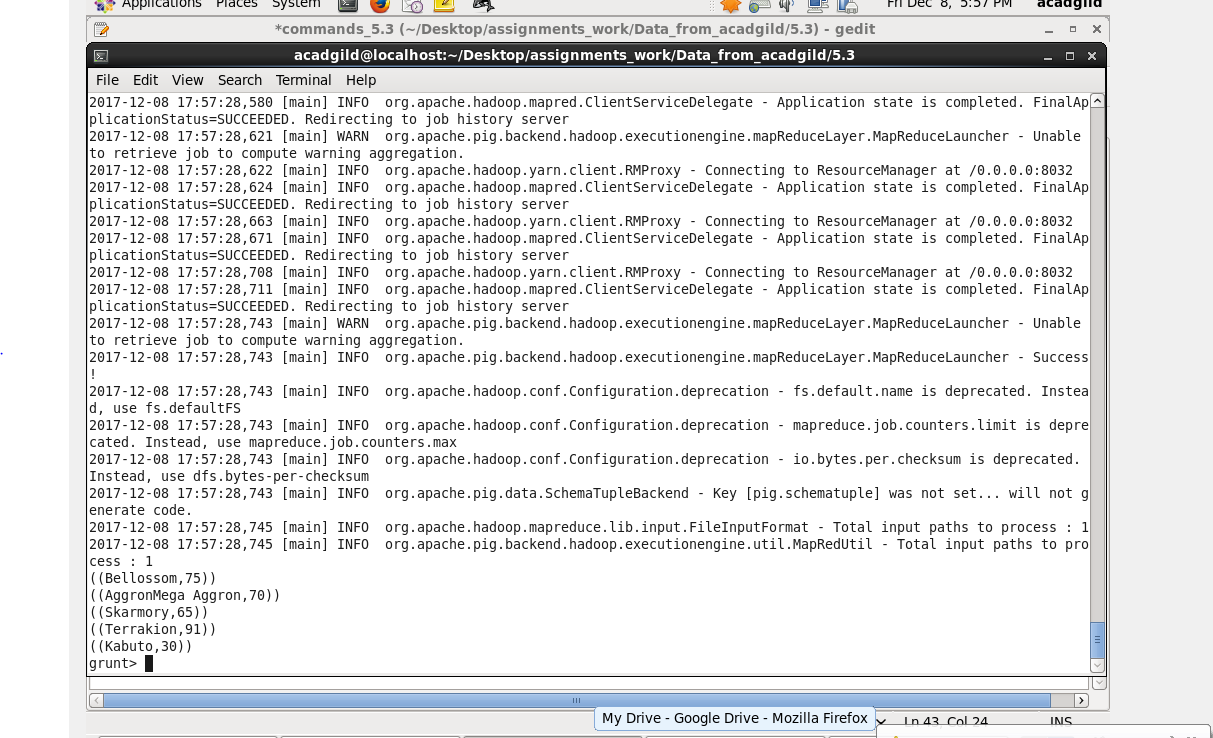
dump limit\_data\_random2\_desending;



**7. 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).**

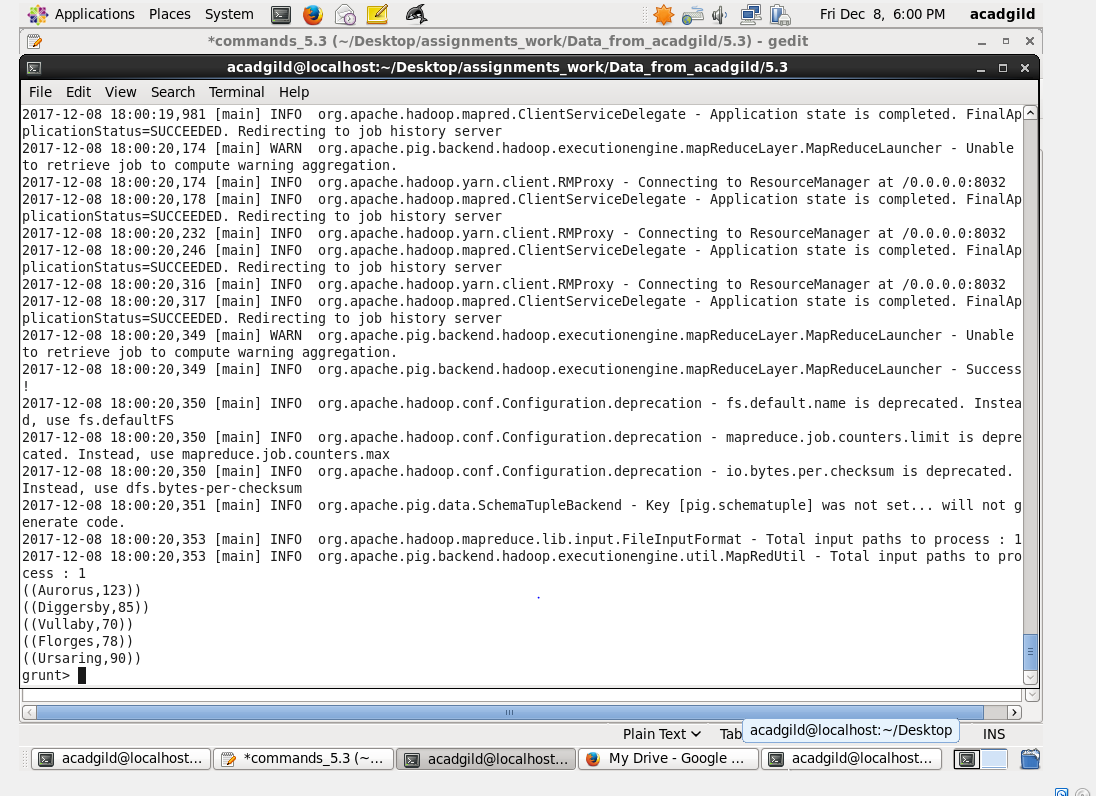
filter\_only\_name1 = foreach limit\_data\_random1\_desending Generate ($1,HP);

dump filter\_only\_name1;



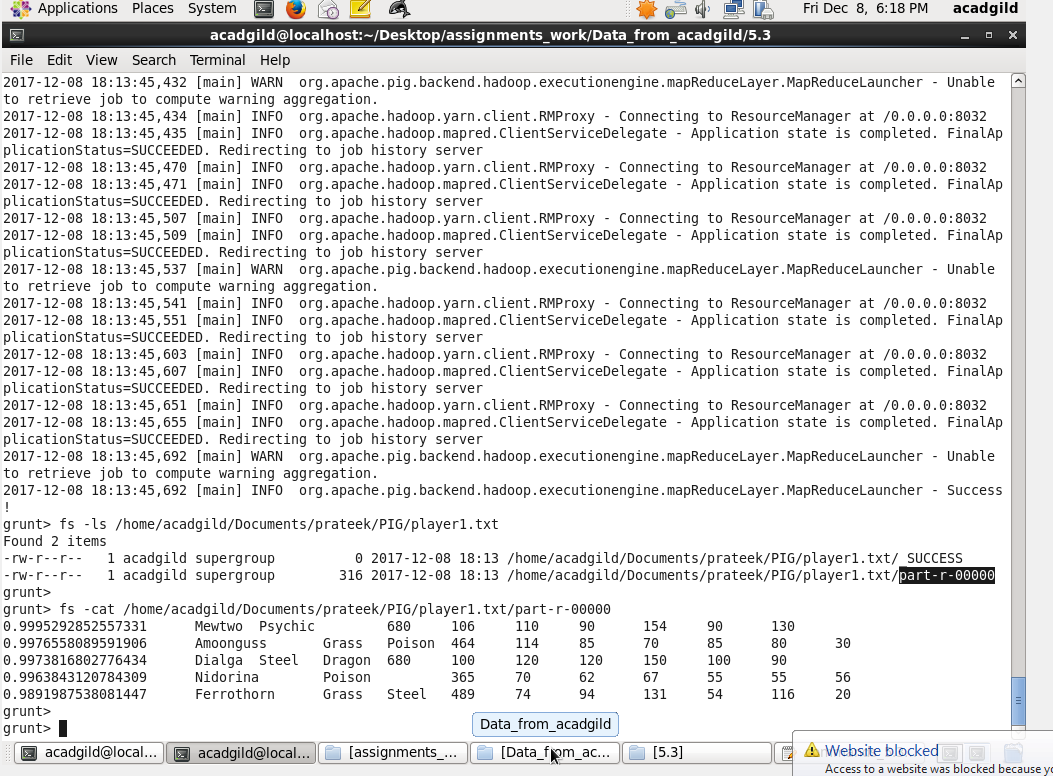
filter\_only\_name2 = foreach limit\_data\_random2\_desending Generate ($1,HP);

dump filter\_only\_name2;



8.

STORE limit\_data\_random1\_desending INTO ‘/home/acadgild/Documents/prateek/PIG/player1.txt’



9.

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

