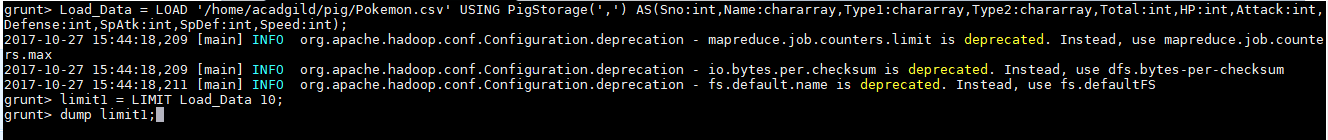
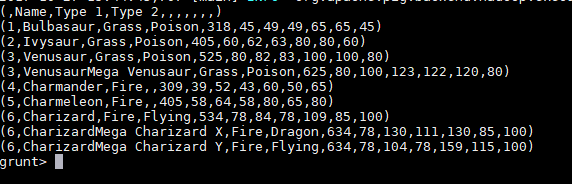
All the questions of USE CASES have been explained with the screen shot of intermediate outputs using LIMIT for some outputs as those outputs are quite large-

First lets load the input file using PigStorage-

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);



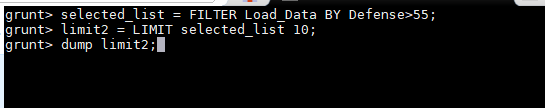
Contents of file-

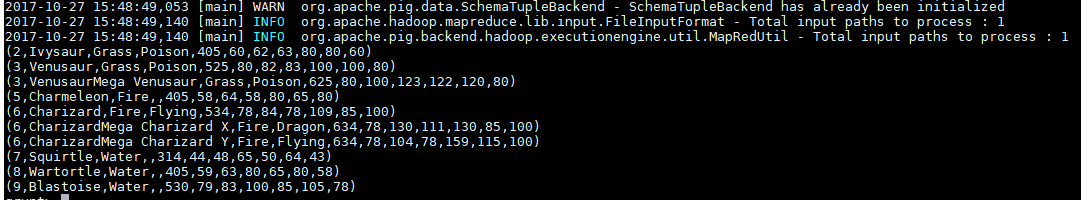


**Ques 1: Find the list of players that have been selected in the qualifying round (DEFENCE>55).**

Solution-

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



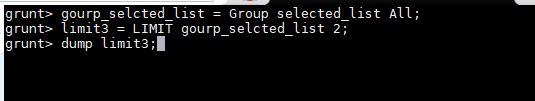


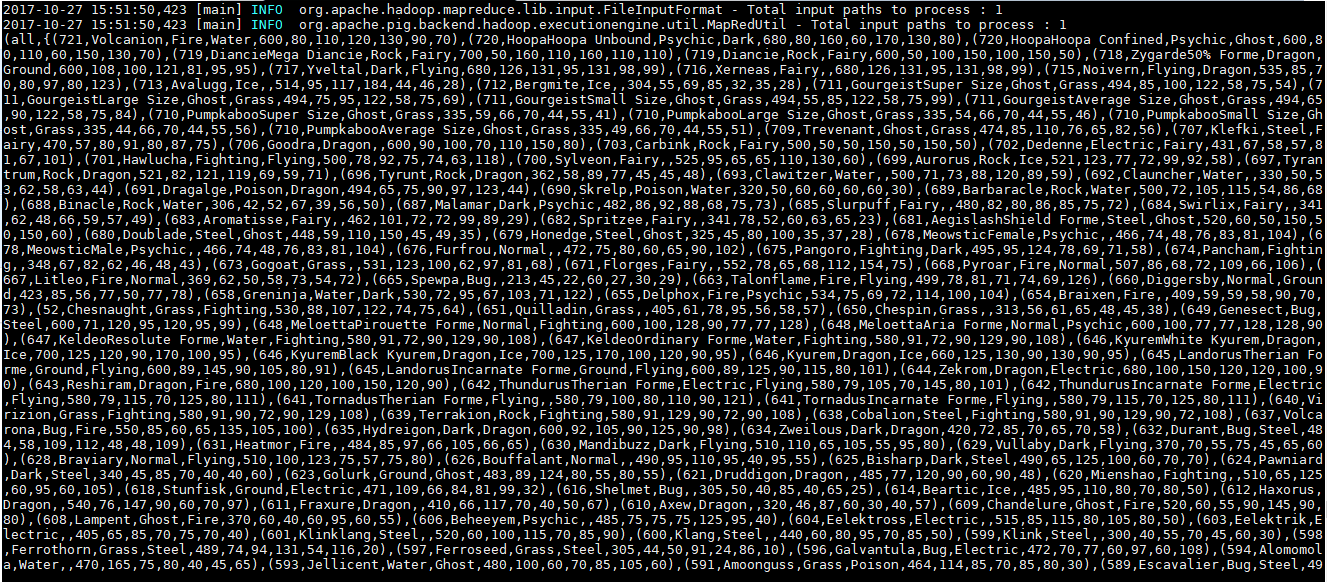
#### Ques 2: State the number of players taking part in the competition after getting selected in the qualifying round.

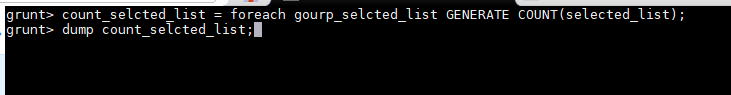
*Command*

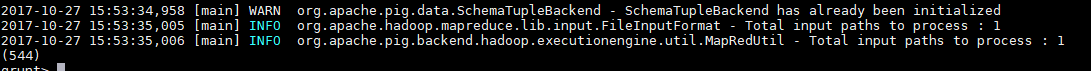
gourp\_selcted\_list = Group selected\_list All;

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





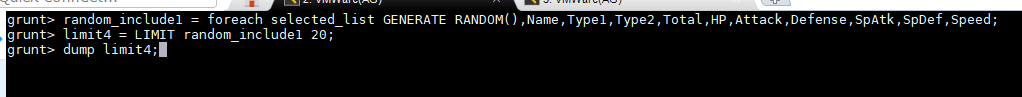


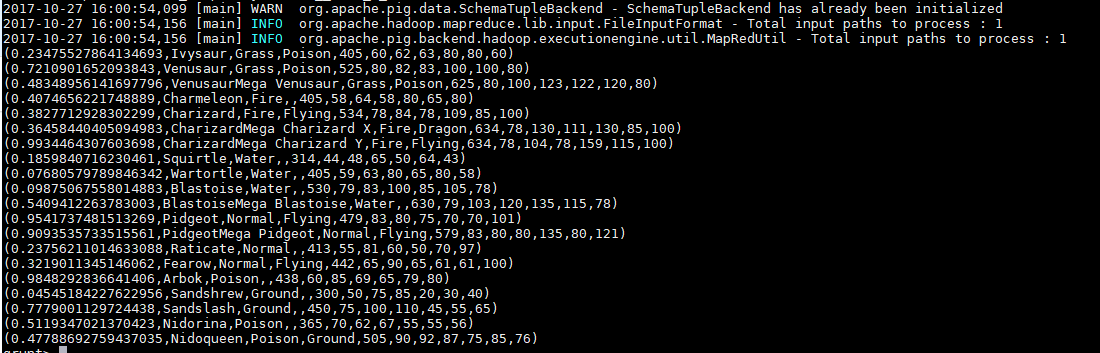


#### Ques 3: Using random() generate random numbers for each Pokémon on the selected list.

*Command*

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





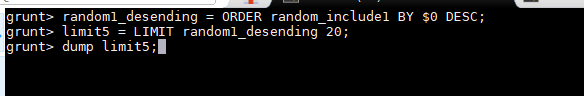
#### Ques 4: Arrange the new list in a descending order according to a column randomly.

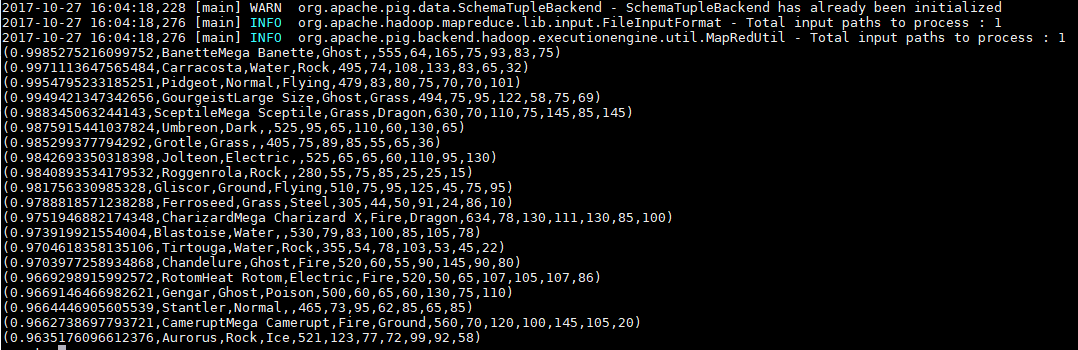
**Explanation**: This will give us consequently a layer arranged to pick the random list which 1st player will choose.

*Command*

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

dump;





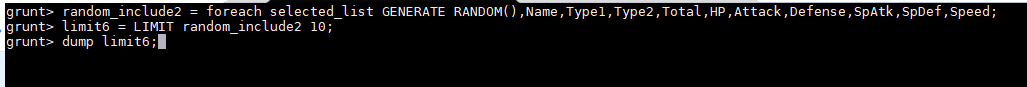
#### Ques 5: Now on a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.

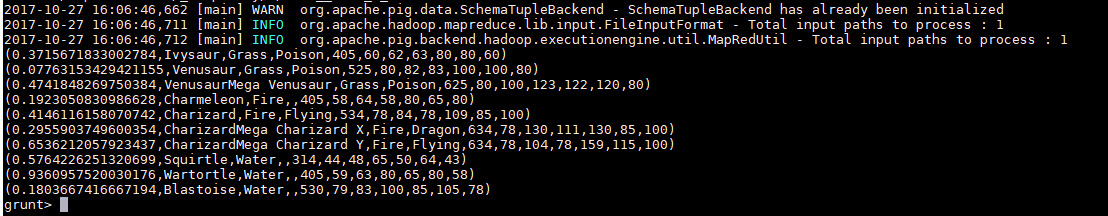
**Explanation**: We will be repeating above two steps again to form the 2nd list.

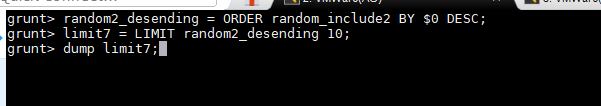
*Command*

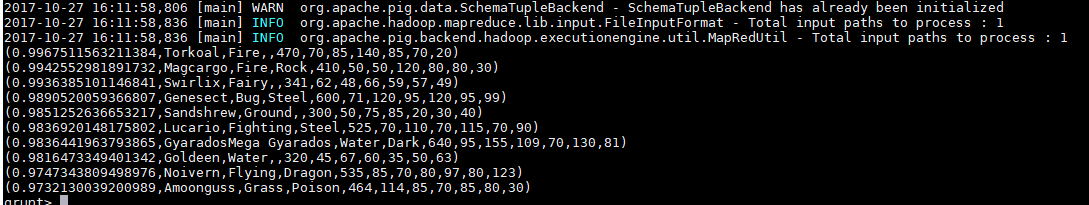
random\_include2 = foreach selected\_list GENERATE RANDOM(),Name,Type1,Type2,Total,HP,Attack,Defense,SpAtk,SpDef,Speed;

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







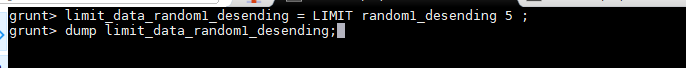


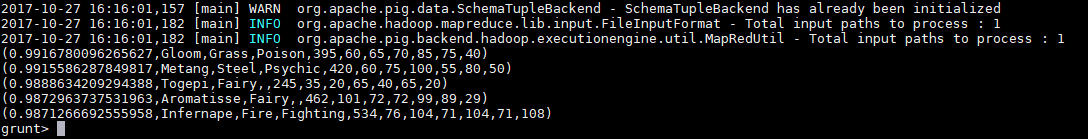
#### Ques: From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.

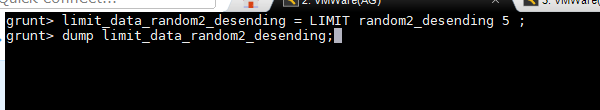
*Commands*

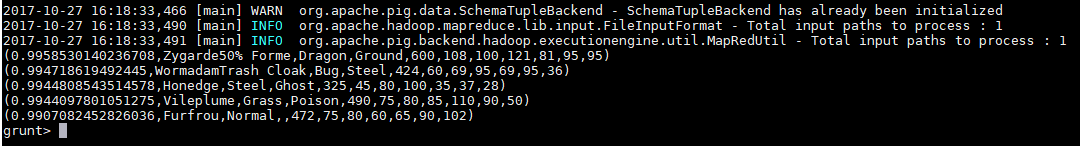
limit\_data\_random1\_desending = LIMIT random1\_desending 5 ;

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).

**Explanation**:

*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/Documents/prateek/PIG/player1.txt’;

