**Assignment 5.3**

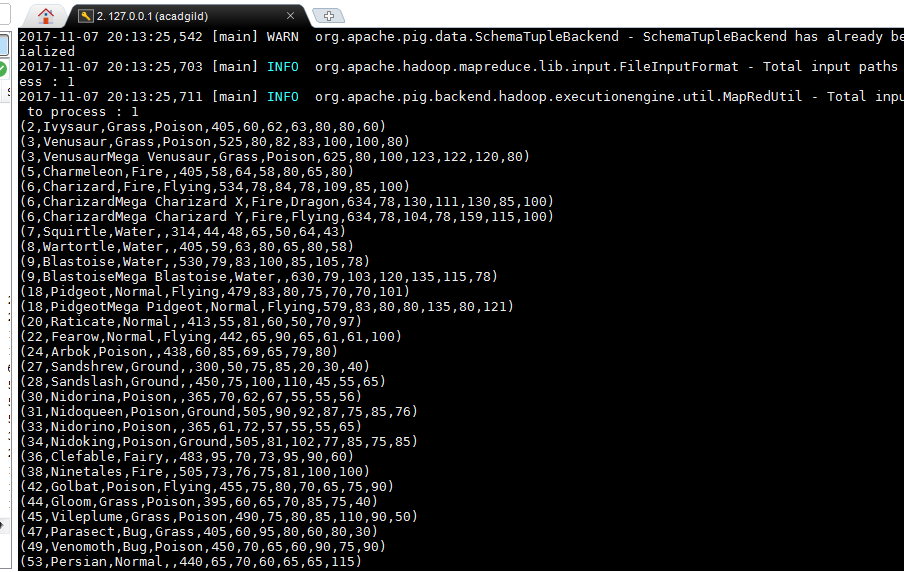
**Ques 1:**

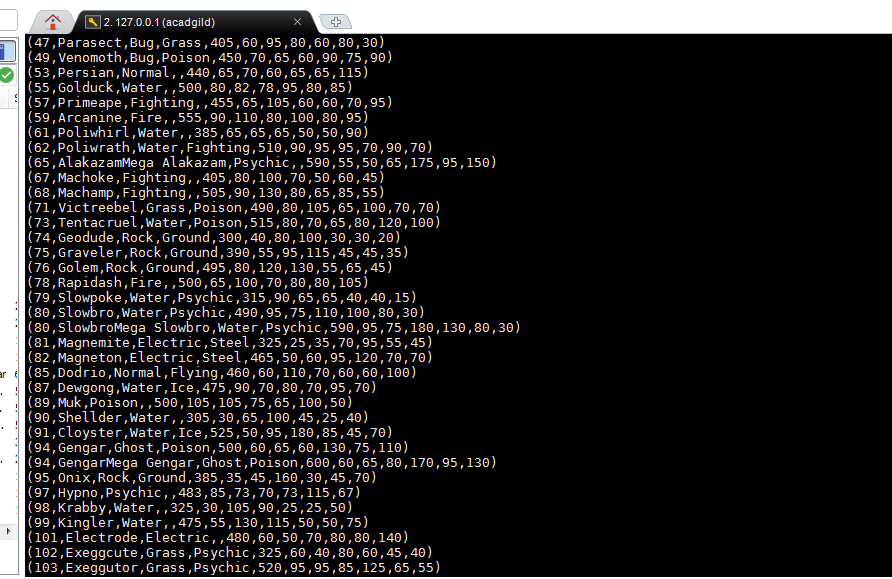
**load\_data = LOAD '/home/acadgild/hadoop/Pokemon.csv' USING PigStorage(',') AS (Sno:int, name:chararray, type1:chararray,**

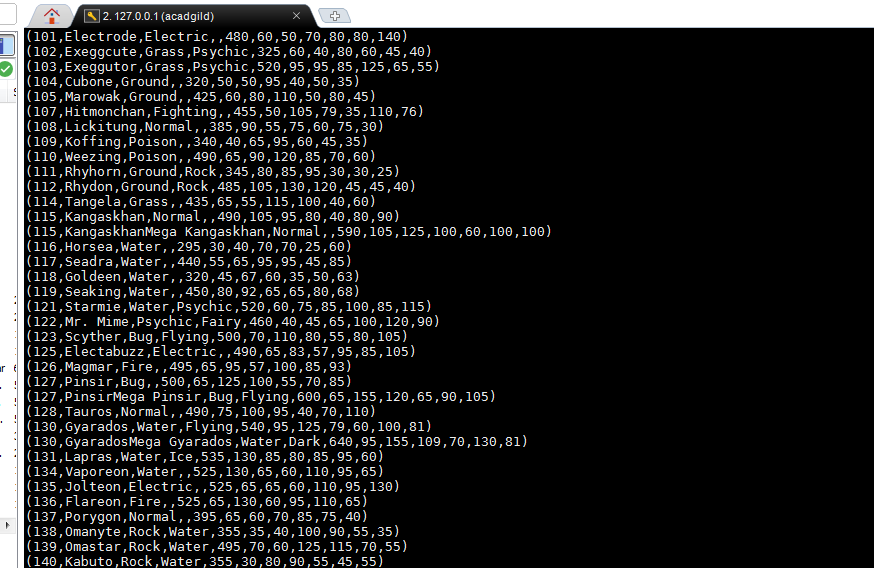
**type2:chararray, total:chararray, hp:int, attack:int,defence:int,spattk:int,spdef:int,speed:int);**

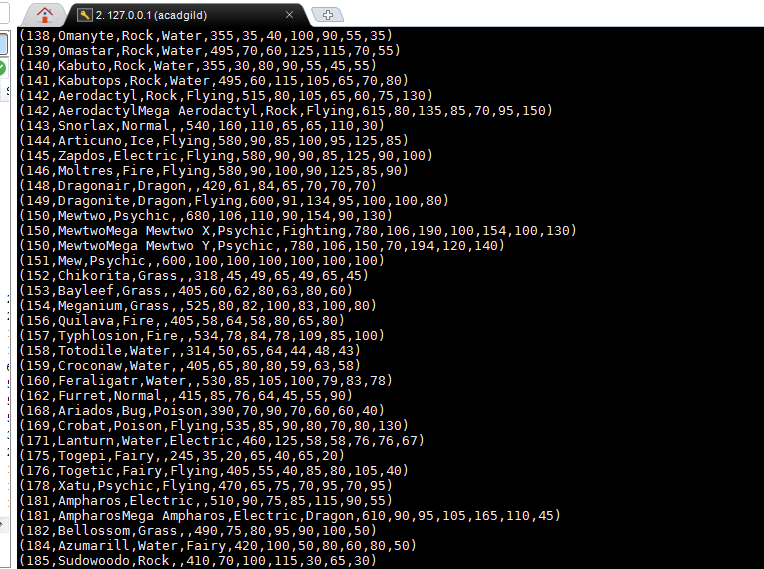
**selRel = FILTER load\_data BY defence>55;**

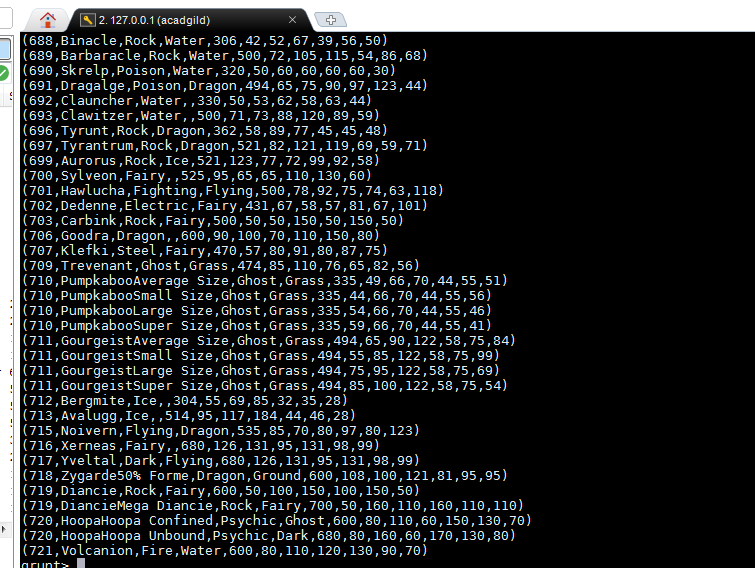
**DUMP selRel;**











**Ques 2:**

**group\_selRel = group selRel All;**

**count\_selRel = FOREACH group\_selRel GENERATE COUNT(selRel);**

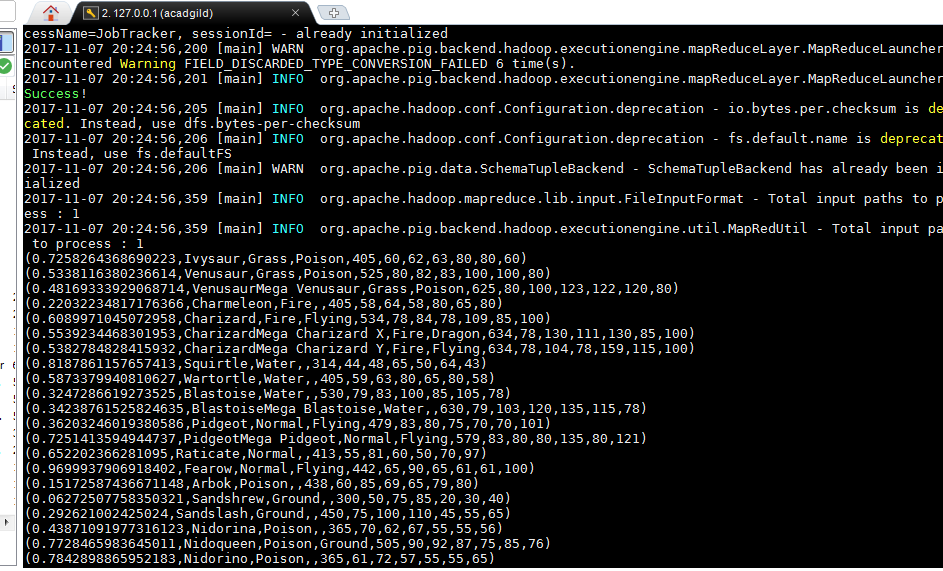
**DUMP count\_selRel;**

**Ques 3:**

**random\_include1 = FOREACH selRel GENERATE RANDOM(),name,type1,type2,total,hp,attack,**

**defence,spattk,spdef,speed;**

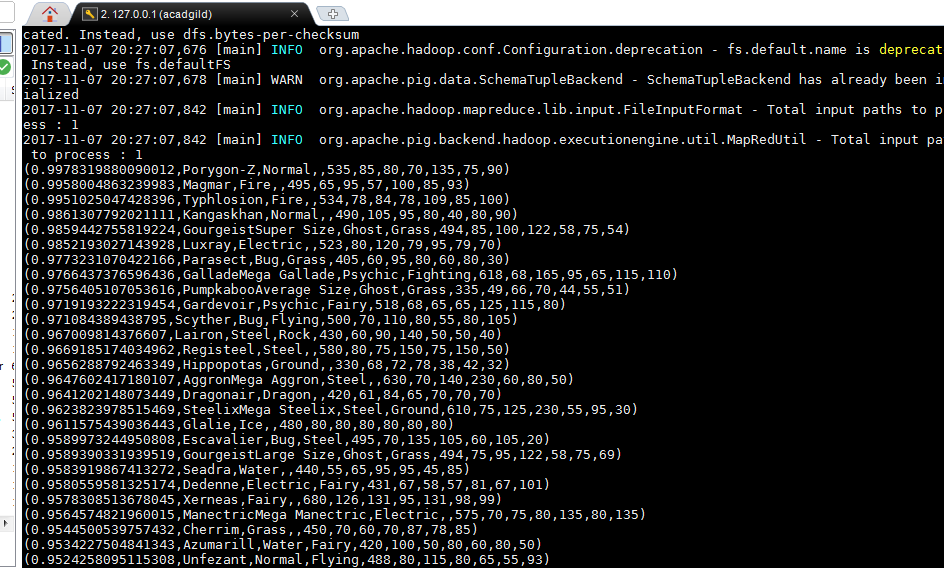
**DUMP random\_include1;**



**Ques 4:**

**random\_desc = ORDER random\_include1 by $0 DESC;**

**DUMP random\_desc;**



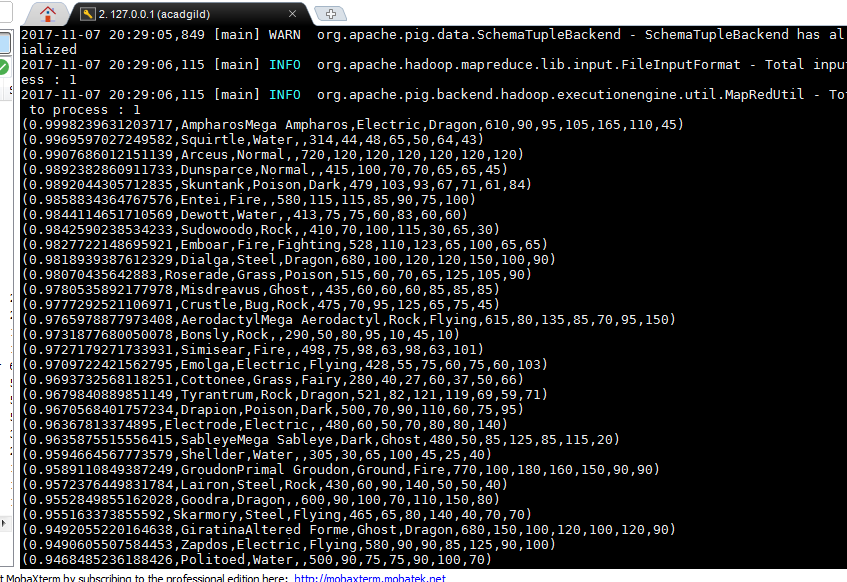
**Ques 5:**

**random\_include2 = FOREACH selRel GENERATE RANDOM(),name,type1,type2,total,hp,attack,**

**defence,spattk,spdef,speed;**

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

**DUMP random2\_desending;**



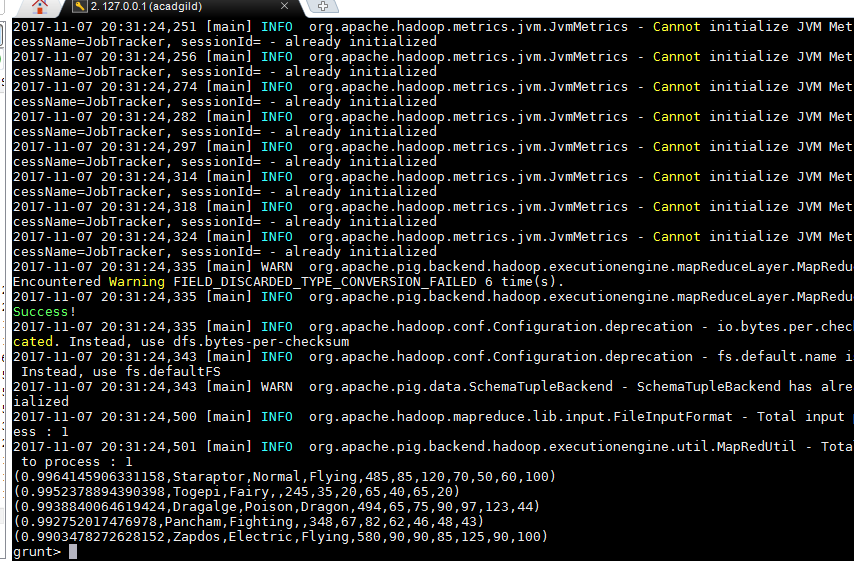
**Ques 6:**

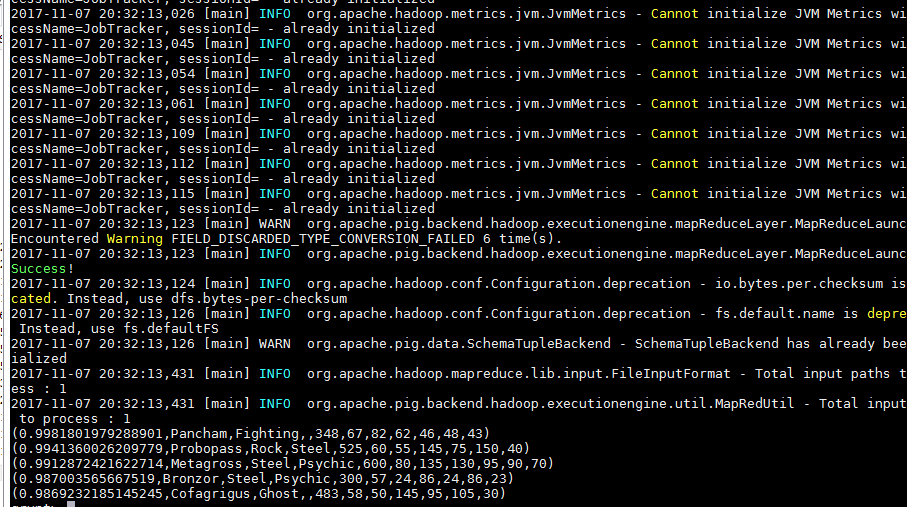
**limit\_data\_random1\_desending = LIMIT random\_desc 5 ;**

**DUMP limit\_data\_random1\_desending;**

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

**DUMP limit\_data\_random2\_desending;**

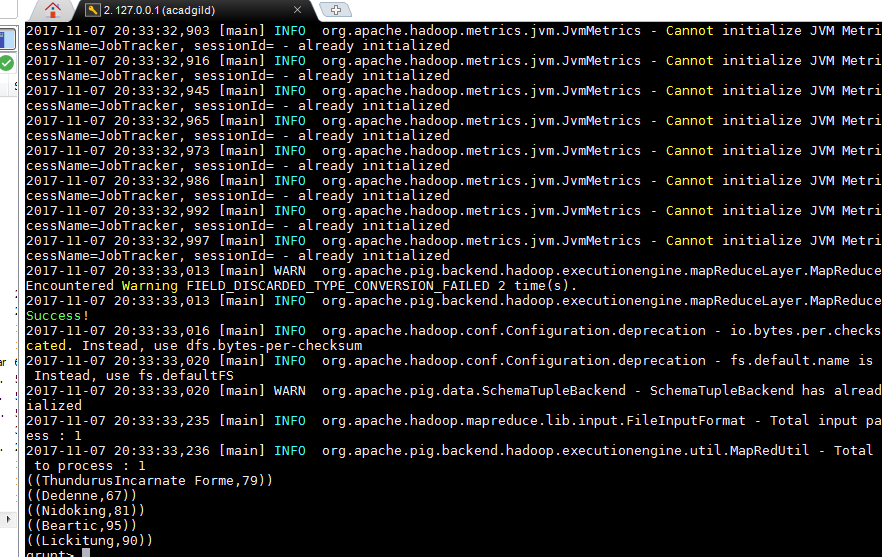




**Ques 7:**

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

**DUMP filter\_only\_name1;**



**STORE limit\_data\_random1\_desending INTO '/home/acadgild/hadoop/player1.txt';**

