We have Pokemon file. Use MR mode while running Pig and write Pig Latin script to get below results:

Form two lists of 5 randomly selected Pokémons with some parameters listed below.

1) For all Pokemon DEFENCE must be greater than 55

2) **random()** is must to use in the script.

3) List should be arranged in descending order

4) Store the list in Local Drive.

Load\_Data = LOAD '/user/acadgild/data1/Pokemon.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);

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

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

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

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

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

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;

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

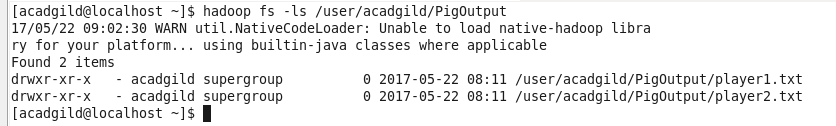
limit\_data\_random2\_desending = LIMIT random2\_desending 5 ;

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

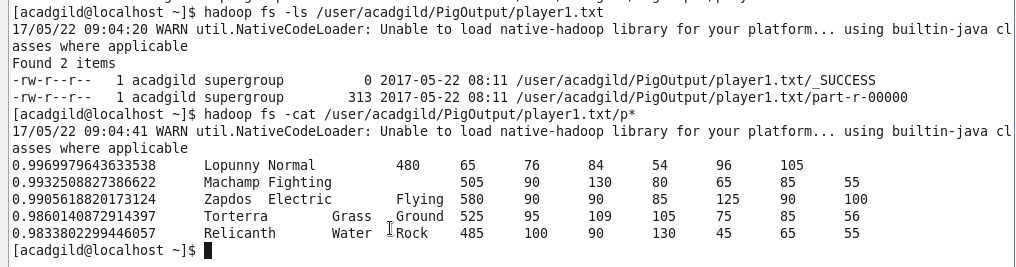
filter\_only\_name2 = Foreach limit\_data\_random2\_desending Generate ($1,HP);

STORE limit\_data\_random1\_desending INTO '/user/acadgild/PigOutput/player1.txt';

STORE limit\_data\_random2\_desending INTO '/user/acadgild/PigOutput/player2.txt';

Files in PigOutput folder:-

Player1 output



Player2 Output

