**Assignment 5.3**

**Problem Statement:**

**Implement the use case present in below blog link and share the complete steps along with screenshot(s) from your end.**

**NOTE: You must submit a word file containing steps and screenshots.**

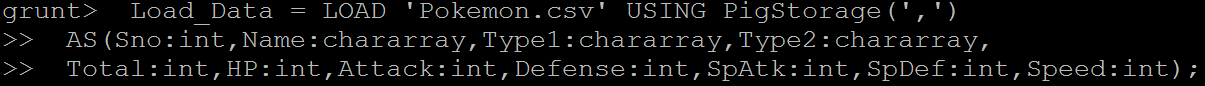
[**https://acadgild.com/blog/pig-use-case-pokemon-data-analysis/**](https://acadgild.com/blog/pig-use-case-pokemon-data-analysis/)

**Loading Data**

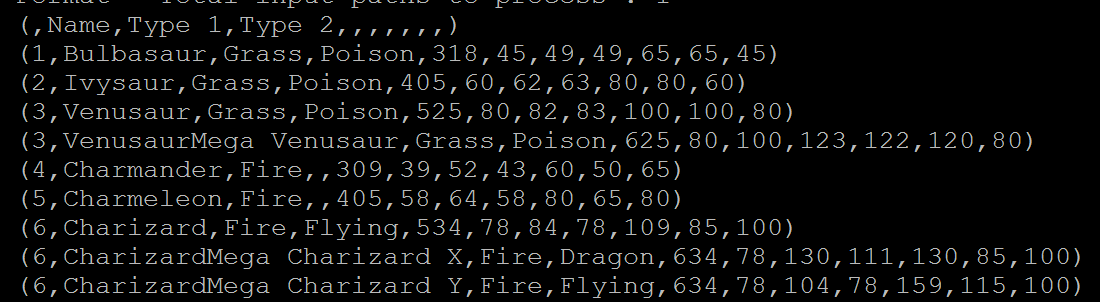
Load\_Data = LOAD 'Pokemon.csv' USING PigStorage(',')

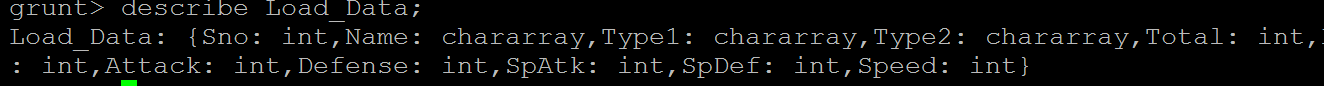
AS(Sno:int,Name:chararray,Type1:chararray,Type2:chararray,

Total:int,HP:int,Attack:int,Defense:int,SpAtk:int,SpDef:int,Speed:int);







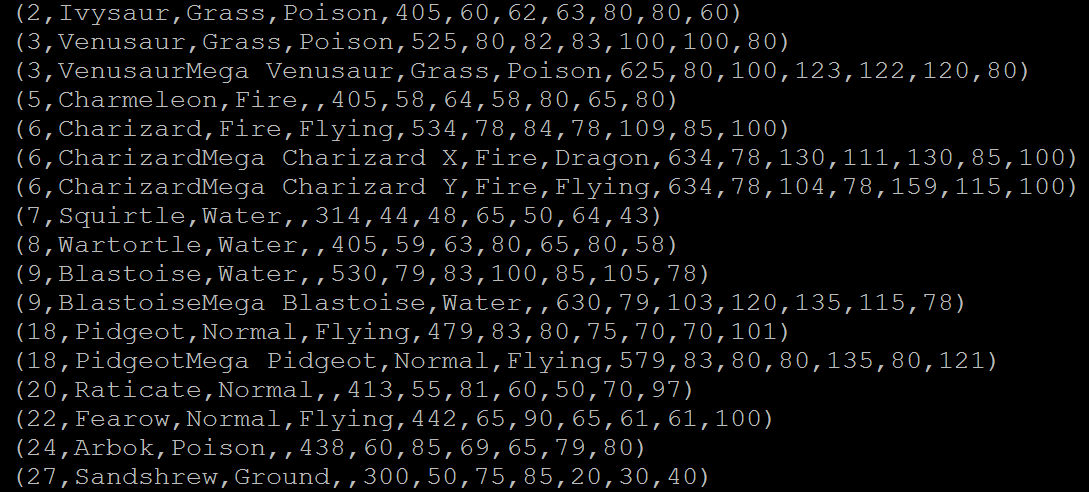


***Ques 1: Find the list of players that have been selected in the qualifying round (DEFENCE>55).***

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

dump;

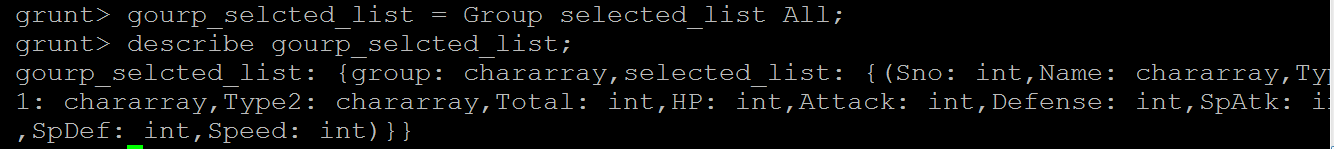


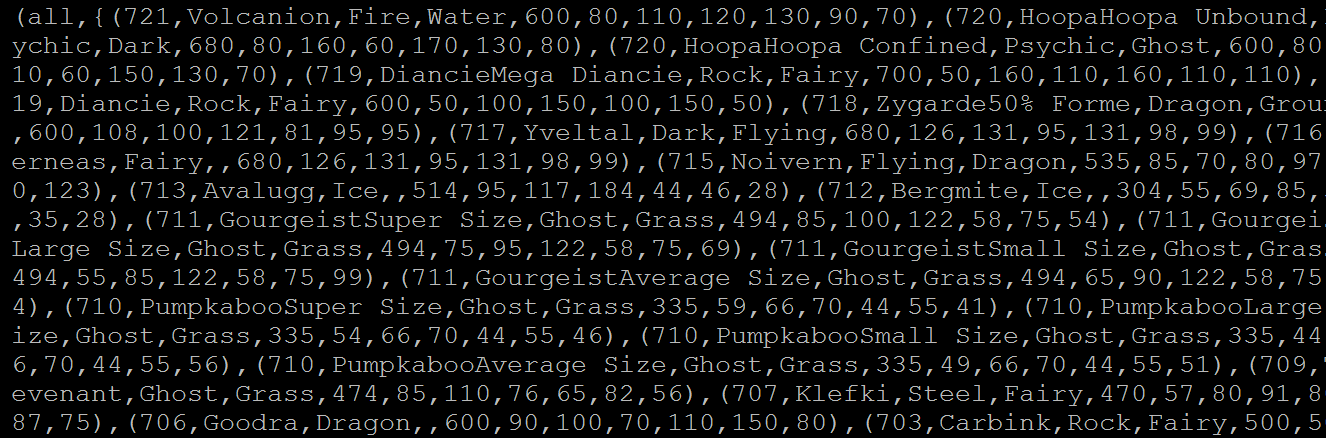


The dataset is filtered, and hence out of all the 800 Pokémons, only 544 are eligible to take part in the tournament.

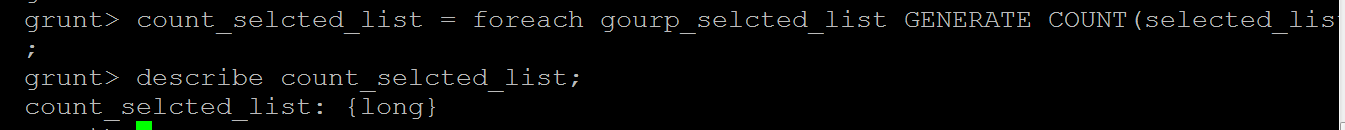
***Ques 2: State the number of players taking part in the competition after getting selected in the qualifying round.***

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

****

****

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

****

dump;



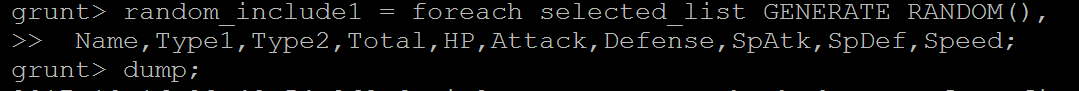
****

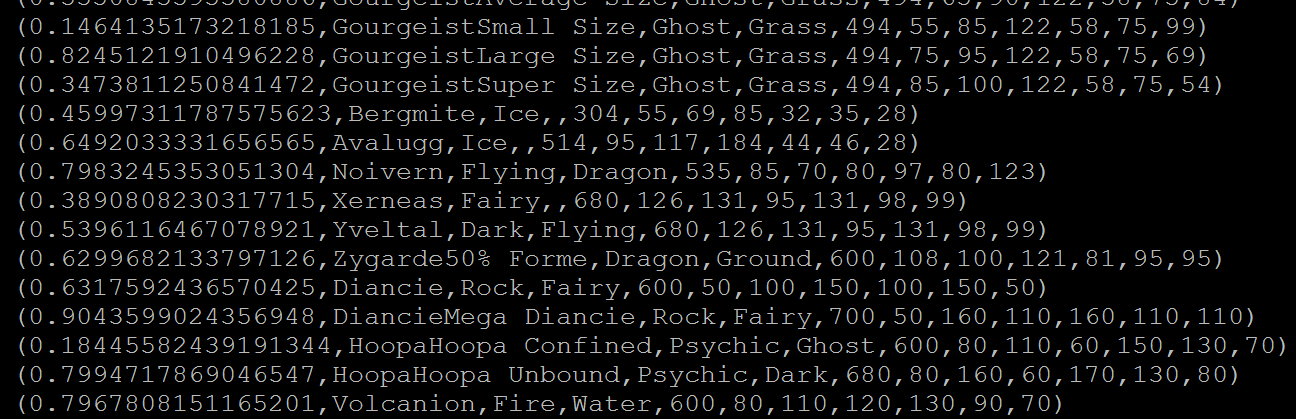
***Ques 3: Using random() generate random numbers for each Pokémon on the selected list.***

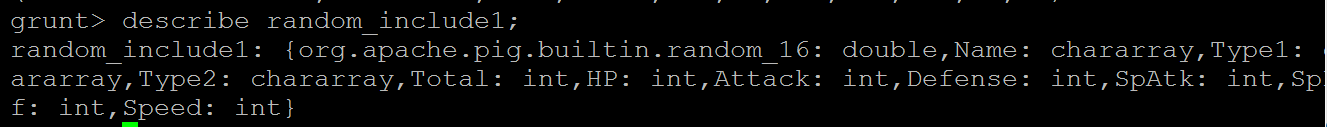
random\_include1 = foreach selected\_list GENERATE RANDOM(),

Name,Type1,Type2,Total,HP,Attack,Defense,SpAtk,SpDef,Speed;

dump;





****

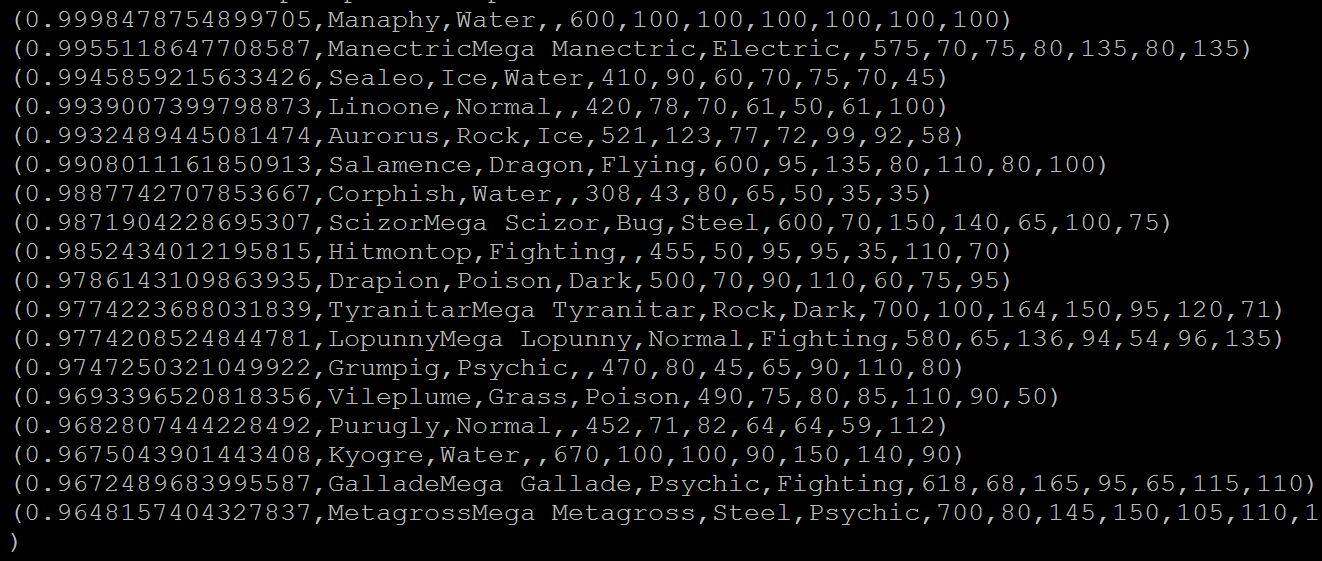
***Ques 4: Arrange the new list in a descending order according to a column randomly.***

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

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

dump;



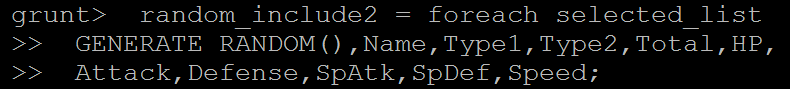


***Ques 5: Now on a new relation again associate random numbers for each Pokémon and arrange in descending order according to column random.***

random\_include2 = foreach selected\_list

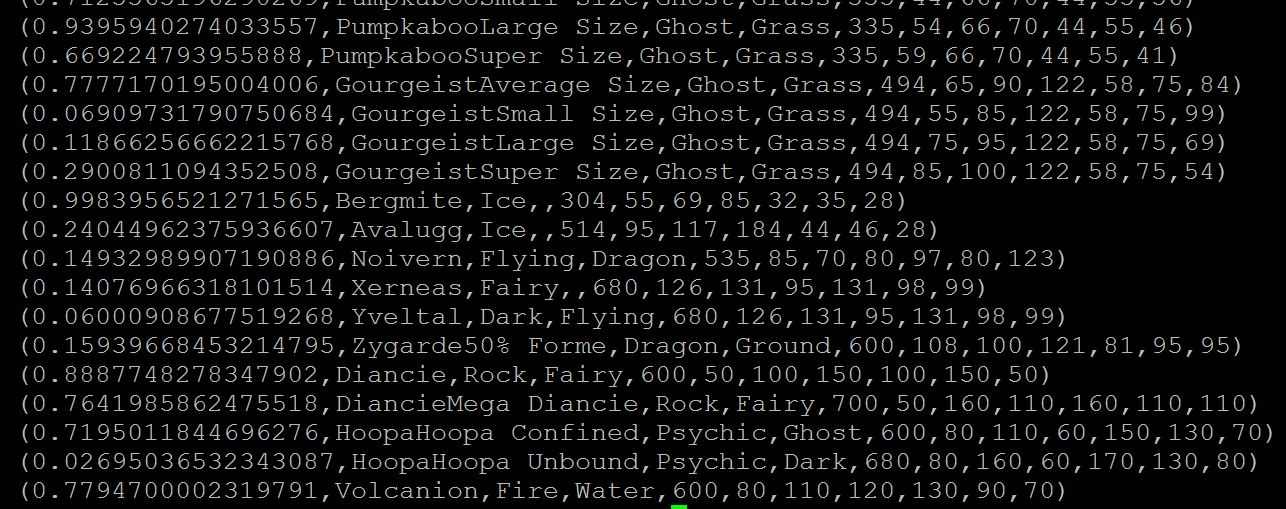
GENERATE RANDOM(),Name,Type1,Type2,Total,HP,

Attack,Defense,SpAtk,SpDef,Speed;

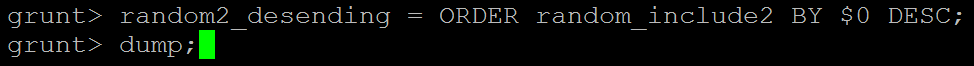
****

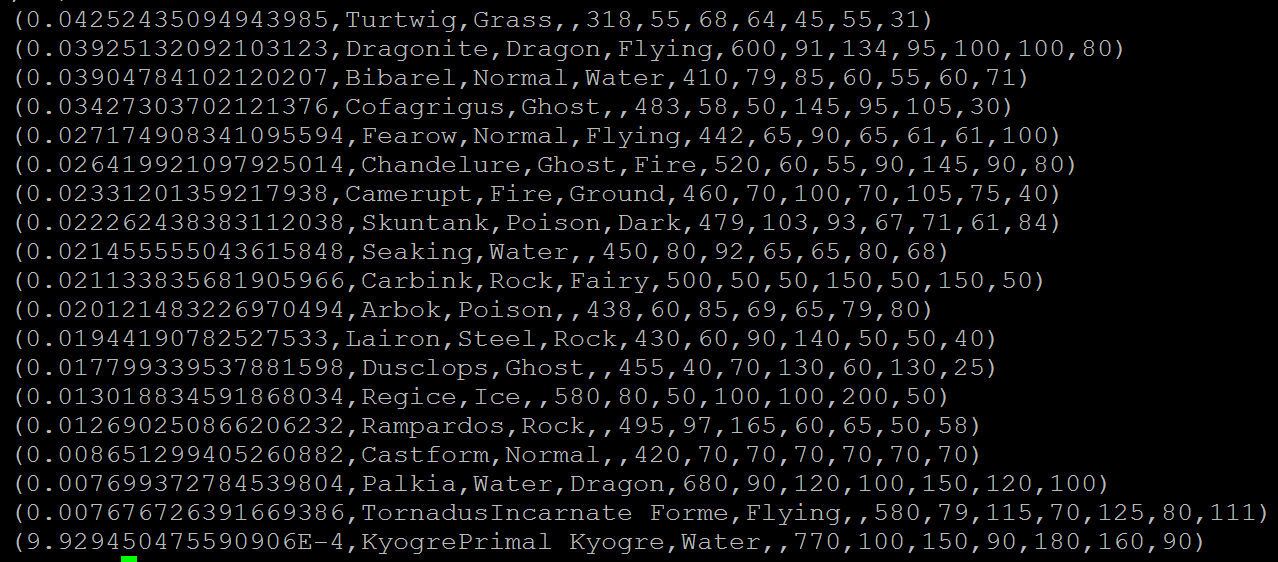
dump;



****

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

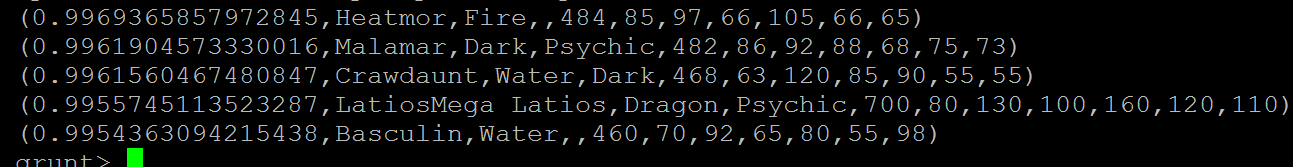




***Ques: From the two different descending lists of random Pokémons, select the top 5 Pokémons for 2 different players.***

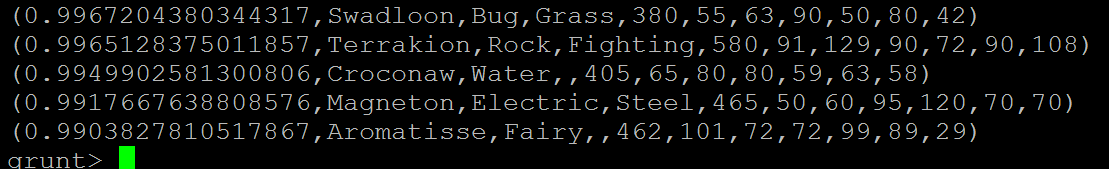
**limit\_data\_random1\_desending = LIMIT random1\_desending 5 ;**



****

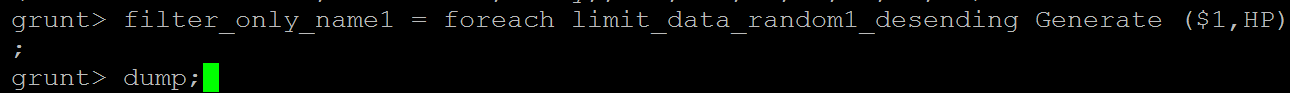
**limit\_data\_random2\_desending = LIMIT random2\_desending 5 ;**

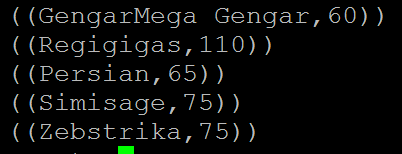
****

****

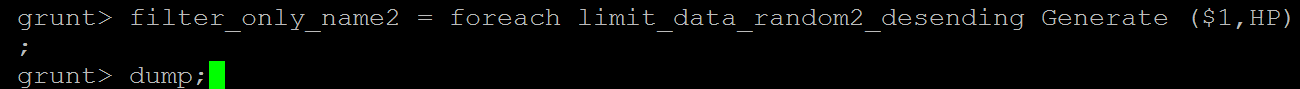
***Ques: Store the data on a local drive to announce for the final match. By the name player1 and player2 (only show the NAME and HP).***

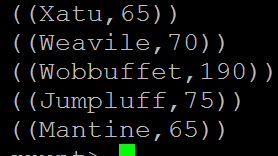
***filter\_only\_name1 = foreach limit\_data\_random1\_desending Generate ($1,HP);***

****

****

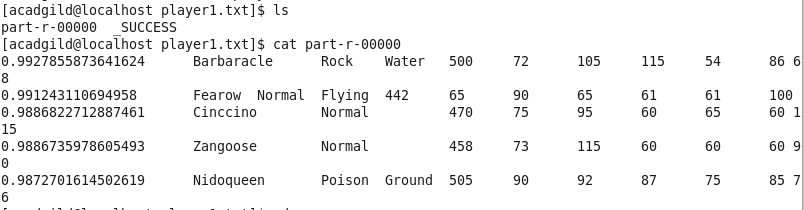
**filter\_only\_name2 = foreach limit\_data\_random2\_desending Generate ($1,HP);**

****

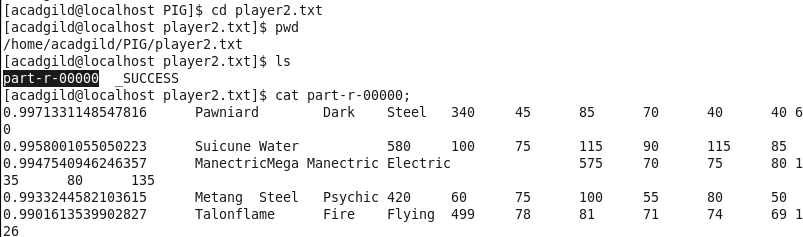
****

 let’s store this result in our local system





****

****

As a result, the Pokémons for both players got selected . This player will be fighting consequently in the finals with their respective Pokémons assigned.