pokemon\_data = LOAD 'Pokemon.csv' USING PigStorage(',') AS (s\_num:int,name:chararray,type1:chararray,type2:chararray,total:int,hp:int,attack:int,defense:int,sp\_atk:int,sp\_def:int,speed:int);

selected\_pokemon = FILTER pokemon\_data BY defense>55;

selected\_pokemon\_random1 = FOREACH selected\_pokemon GENERATE RANDOM(),name,type1,type2,total,hp,attack,defense,sp\_atk,sp\_def,speed;

random1\_desending = ORDER selected\_pokemon\_random1 BY $0 DESC;

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

selected\_pokemon\_random2 = FOREACH selected\_pokemon GENERATE RANDOM(),name,type1,type2,total,hp,attack,defense,sp\_atk,sp\_def,speed;

random2\_desending = ORDER selected\_pokemon\_random2 BY $0 DESC;

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

STORE limit\_random1\_desending INTO '/home/acadgild/pig/pokemon1';

STORE limit\_random2\_desending INTO '/home/acadgild/pig/pokemon2';