SQL Commands for Analysis of Video Game sales

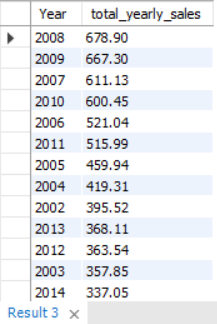
1. Best year for gaming as per sales

select Year, cast(sum(Global\_sales) as decimal (10,2))as total\_yearly\_sales

from vgsales

group by Year

order by total\_yearly\_sales DESC;



1. Top 5 Publisher by sales

SELECT Publisher, CAST(SUM(Global\_sales) as DECIMAL (10,2)) as total\_pub\_sales

FROM vgsales

GROUP BY Publisher

ORDER BY total\_pub\_sales DESC;



1. Top 5 genre by sales

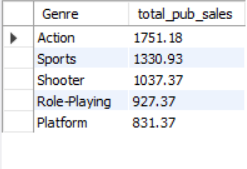
SELECT Genre, CAST(SUM(Global\_sales) as DECIMAL (10,2)) as total\_pub\_sales

FROM vgsales

GROUP BY Genre

ORDER BY total\_pub\_sales DESC

LIMIT 5;



1. Top 5 platform by sales

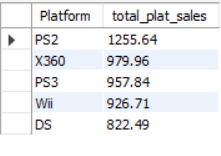
SELECT Platform, CAST(SUM(Global\_sales) as DECIMAL (10,2)) as total\_plat\_sales

FROM vgsales

GROUP BY Platform

ORDER BY total\_plat\_sales DESC

LIMIT 5;



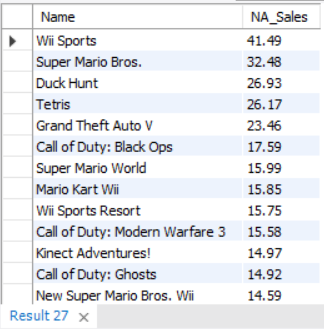
1. Best performing games in north America

SELECT Name, CAST(SUM(NA\_Sales) as DECIMAL(10,2)) as NA\_Sales

FROM vgsales

GROUP BY Name

ORDER BY NA\_Sales DESC;



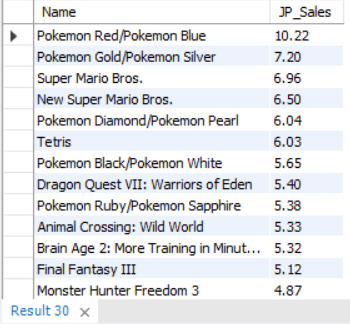
1. Best performing games in Japan

SELECT Name, CAST(SUM(JP\_Sales) as DECIMAL(10,2)) as JP\_Sales

FROM vgsales

GROUP BY Name

ORDER BY JP\_Sales DESC;



1. Best performing games Rest of the world

SELECT Name, CAST(SUM(Other\_Sales) as DECIMAL(10,2)) as ROW\_Sales

FROM vgsales

GROUP BY Name

ORDER BY ROW\_Sales DESC;

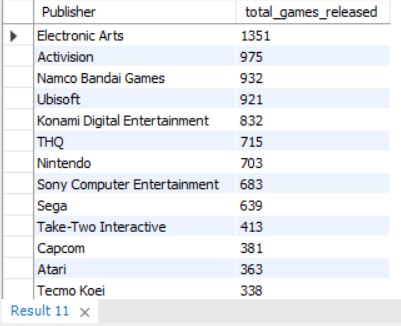


1. Publisher with most games

SELECT Publisher, COUNT(Publisher) as total\_games\_released from vgsales

group by Publisher

order by total\_games\_released desc;



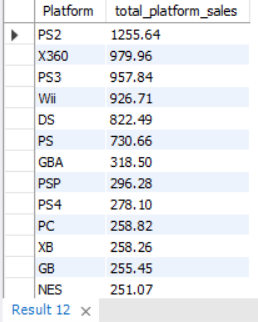
1. Best platform by sales

SELECT Platform, cast(Sum(Global\_sales) as decimal(10,2)) as total\_platform\_sales

from vgsales

group by Platform

order by total\_platform\_sales desc;



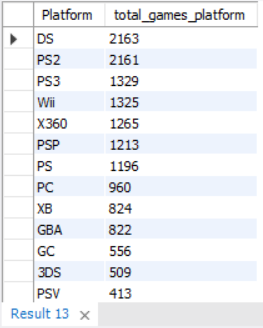
1. Platform with most games

SELECT Platform, COUNT(Name) as total\_games\_platform

from vgsales

group by Platform

order by total\_games\_platform desc;



1. Top publisher with most games sold by year

SELECT Publisher, COUNT(Name) as total\_games\_published, CAST(SUM(Global\_sales) as decimal(10,2)) as total\_sales

from vgsales

group by Publisher

Order by total\_sales desc;



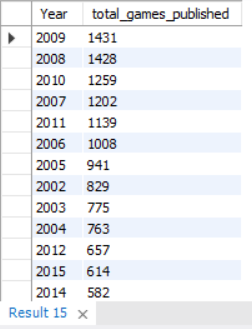
1. Most games released in a year

SELECT Year, count(Name) as total\_games\_published

from vgsales

group by Year

order by total\_games\_published desc;



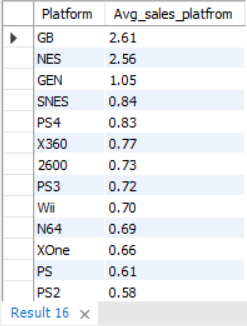
1. Avg sales as platform

SELECT Platform, Cast(AVG(Global\_sales) as decimal(10,2)) as Avg\_sales\_platfrom

from vgsales

group by Platform

order by Avg\_sales\_platfrom Desc;



1. Publishers having greater than avg global sales and total games greater than 5

SELECT Publisher, Cast(AVG(Global\_sales) as decimal(10,2)) as Avg\_sales\_publisher

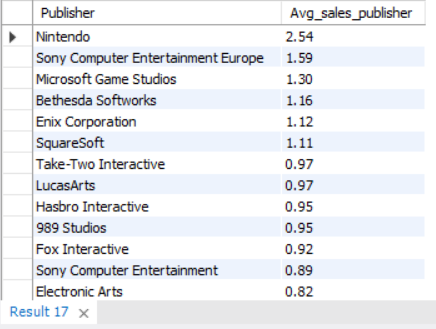
from vgsales

group by Publisher

Having Avg\_sales\_publisher >

(select avg(Global\_sales) from vgsales) and count(Name) > 5

order by Avg\_sales\_publisher Desc;



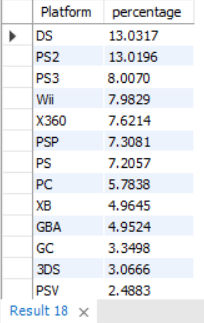
1. Percentage games per platform

SELECT Platform, (Count(Name) \*100) / (select Count(Platform) from vgsales) as percentage

from vgsales

group by Platform

order by percentage desc;



1. Percentage games per genre

SELECT Genre, (Count(Name) \*100) / (select Count(Genre) from vgsales) as percentage

from vgsales

group by Genre

order by percentage desc;



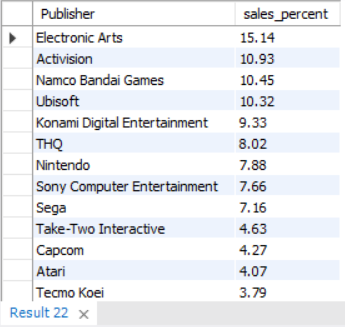
1. Publisher with the highest percentage of total global sales.

SELECT Publisher, CAST(count(Name)\*100/ (select sum(global\_sales) from vgsales) as DECIMAL(10,2)) as sales\_percent

from vgsales

group by Publisher

order by sales\_percent desc;



1. Genres with the highest standard deviation of global sales

select Genre, CAST(stddev(Global\_sales) as DECIMAL(10,2)) as sd

from vgsales

group by Genre

having count(name)>5

order by sd desc;

