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1. *SelectGame ← O Game_G_ID = G_ID (DETAIL_GAME_OS X Game)*
   SelectOS ← O OS_O_ID = O_ID (DETAIL_GAME_OS X OS)
   GAME_OS ← (SELECT OS X SELECT GAME)
   Hasil ← π order by O_NAMA, G_NAMA (GAME_OS)

2. *BUNDLE_GAME ← O BU_ID = BUNDLE_BU_ID (Bundle X Detail_Bundle_Game)*
   BUNDLE_GAME2 ← O GAME_G_ID = G_ID (Detail_Bundle_Game X Game)
   Transaksi ← O dtg.GAME_G_ID = g.G_ID (Detail_Transaksi_Game X Game)
   Transaksi2 ← O dtg.Transaksi_TR_ID = tr.TR_ID (Transaksi)
   Transaksi_User ← O tr.USER_ID = u.U_ID (Transaksi 2)
   Hasil ← π u.U_NAMA, SUM(g.G_HARGA + bl.BU_HARGA), tr.TR_TGLBELI

3. *UserGame ← O g.G_ID = dug.Game_G_ID (game X detail_user_game)*
   UserGame2 ← O u.U_ID = dug.USER_U_ID (UserGame)
   Game ← g.G_ID (UserGame2)
   GameTags ← O g.G_ID = dgt.GAME_G_ID (Game X Detail_Game_Tags)
   GameTags2 ← O t.T_ID = dgt.TAGS_T_ID (Detail_Game_Tags X Tags)
   Hasil ← π t.T_NAMA, count(*) (GameTags2)

4. *Game_DLC ← O g.G_ID = d.Game_G_ID (DLC X GAME)*
   1_Game ← g.G_Nama like 'Resident Evil 3' (GAME_DLC)
   Bagi ← group by 1_Game
   Hasil ← π g.G_ID, g.G_NAMA, avg(d.DLC_HARGA) (Bagi)

5. *TransaksiUser ← O u.U_ID = tr.USER_U_ID (USER X Transaksi)*
   MetodeBayar ← tr.TR_METODEBAYAR (TransaksiUser)
   Hasil ← π tr.TR_METOBAYAR, count(u.User_ID) (MetodeBayar X TransaksiUser)