

$User_Game \leftarrow \sigma_{detail_user_game.GAME_G_ID = game.G_ID} (detail_user_game \times game)$

$User_Game1 \leftarrow \sigma_{EXTRACT(Year(game.G_TGLRILIS) \geq 2021)} (User_Game)$

$Ordered_UG \leftarrow \tau_{USER_U_ID} (User_Game1)$

$ownedGames \leftarrow \pi_{USER_U_ID, G_NAMA} (Ordered_UG)$

$user_OG \leftarrow \sigma_{user.U_ID = ownedGames.USER_U_ID} (user \times ownedGames)$

$Hasil \leftarrow \pi_{U_NAMA, G_NAMA} (user_OG)$

$game_DLC \leftarrow \sigma_{game.G_ID = dlc.GAME_G_ID} (game \times dlc)$

$dlc_Pamali \leftarrow \sigma_{game.G_NAMA = "Pamali"} (game_DLC)$

$dlc_Pamali \leftarrow \pi_{DLC_ID, DLC_HARGA} (dlc_Pamali)$

$transaksi_id \leftarrow \sigma_{detail.DLC_ID = dlc_Pamali.DLC_ID} (detail_transaksi_dlc \times dlc_Pamali)$

$trid_pengeluaran \leftarrow \gamma_{TRANSAKSI_TR_ID} (transaksi_id)$

$trid_pengeluaran \leftarrow \pi_{TRANSAKSI_TR_ID, SUM(DLC_HARGA)} (dlc_Pamali)$

$transaksi_userID \leftarrow \sigma_{transaksi.TR_ID = trid_pengeluaran.TR_ID} (transaksi \times trid_pengeluaran)$

$user_pengeluaran \leftarrow \gamma_{USER_U_ID} (transaksi_userID)$

$user_pengeluaran \leftarrow \pi_{USER_U_ID, SUM(DLC_HARGA)} (user_pengeluaran)$

$nama_up \leftarrow \sigma_{user.U_ID = user_pengeluaran.U_ID} (user \times user_pengeluaran)$

$Hasil \leftarrow \pi_{U_NAMA, SUM(DLC_HARGA)} AS 'TotalPengeluaranDLC Pamali' (nama_up)$

$bahasa_spesifik \leftarrow \sigma_{BA_NAMA = "Vietnamese" OR BA_NAMA = "Thai"} (Bahasa_Audio)$

$bahasa_spesifik \leftarrow \pi_{BA_ID, BA_NAMA} (bahasa_spesifik)$

$final \leftarrow \sigma_{detail.BA_ID = bahasa_spesifik.BA_ID} (detail_game_ba \times bahasa_spesifik)$

$final \leftarrow \pi_{GAME_G_ID, BA_NAMA} (final)$

$game_bahasa \leftarrow \sigma_{game.G_ID = final.GAME_G_ID} (final)$

$Hasil \leftarrow \pi_{G_NAMA, BA_NAMA} AS 'Bahasa' (game_bahasa)$

$shooter_ID \leftarrow \sigma_{Tags.T_NAMA="Shooter"}(Tags)$

$shooter_ID \leftarrow \pi_{T_ID}(shooter_ID)$

$shooter_game \leftarrow \sigma_{detail_game_tags.T_ID \text{ IN } (shooter_ID)}(detail_game_tags)$

$shooter_gameID \leftarrow \pi_{GAME_G_ID}(shooter_game)$

$not_shooter_game \leftarrow \sigma_{game.G_ID \text{ NOT IN } (shooter_gameID)}(game)$

$not_shooter_game \leftarrow \tau_{G_ID}(not_shooter_game)$

$shooter_gameID \leftarrow \pi_{G_ID,G_NAMA}(not_shooter_game)$

$Total_Game \leftarrow \pi_{COUNT(game.G_ID)}(game)$

$PEGI18_Games \leftarrow \sigma_{G_AGERATING="PEGI-18"}(game)$

$Hasil_Persentase \leftarrow \pi_{ROUND(PEGI18_Games / Total_Game * 100,1) \text{ as 'Game PEGI-18(\%)'}}(game)$