Final Project SBD

Aljabar Relasional

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1.

Detail_TR(bulan,G_ID) $\leftarrow \pi_{\text{extarct(month from TR\_TGLBELI), Game\_G\_ID}}$ (Transaksi ⋈ Detail_Transaksi_Game)

HASIL $\leftarrow \pi_{\text{bulan, count(*)}}$ (τ_{bulan} (γ_{bulan} ($\sigma_{\text{G\_ID=Game\_G\_ID}}$ (Game x Detail_TR))))

2.

Dev_BI $\leftarrow \pi_{\text{D\_ID,D\_Nama,BI\_Nama}}$ ($\sigma_{\text{D\_ID=Developer\_D\_ID and G\_ID=Game\_G\_ID and BI\_ID=bahasa\_interface\_BI\_ID}}$ (Developer x game x Detail_Game_BI x Bahasa_Interface))

HASIL(D_ID, D_NAMA, jumlah_bahasa) $\leftarrow \pi_{\text{D\_ID,D\_NAMA,count(*)}}$ (Having count(*)>1 ($\gamma_{\text{D\_ID}}$ (Dev_BI)))

3.

Max(harga_tertinggi) $\leftarrow \pi_{\text{max(BU\_HARGA)}}$ (bundle ⋈ Detail_Transaksi_bundle)

HASIL $\leftarrow \pi_{\text{U\_ID, U\_NAMA, BU\_NAMA}}$ ($\sigma_{\text{TR\_ID=Transaksi\_TR\_ID and BU\_ID=Bundle\_BU\_ID and U\_ID=User\_U\_ID and BU\_HARGA = Max}}$ (user x transaksi x Detail_Transaksi_bundle x bundle))

4.

G_tahunRilis(tahun,G_ID) $\leftarrow \pi_{\text{extarct(year from G\_TGLRILIS),G\_ID}}$ (Game)

HASIL(tahun, jumlah_game_dirilis) $\leftarrow \pi_{\text{tahun, count(*)}}$ ($\tau_{\text{tahun DESC}}$ (γ_{tahun} (G_tahunRilis)))

5.

Tags_game $\leftarrow \pi_{\text{T\_ID, T\_Nama, G\_HARGA}}$ ($\sigma_{\text{T\_ID=Tags\_T\_ID and G\_ID=Game\_G\_ID}}$ (tags x game x Detail_Game_tags))

HASIL(T_ID, T_NAMA, Rata2_HargaGame)$\leftarrow \pi_{\text{T\_ID, T\_NAMA, round(AVG(G\_HARGA, 2)}}$ ($\gamma_{\text{T\_ID}}$ (Tags_game))