- 1. π class, country σ displacement>=32000 \wedge (numGuns<9 \vee bore<15) (Classes)
- 2. π country σ type='bb' (Classes) \cap π country σ type='bc' (Classes)
- 3. πclass (Classes) πclass (Ships)
- 4. πname,launched,numGuns,bore (σcountry='Japan' (Classes)|x|Ships)
- 5.A=πname ((Ships))
 B=πship ((Outcomes))
 A-B
- 6. A=πbattle (σresult='sunk' (Outcomes))
 B=πbattle (σresult='damaged' (Outcomes))
 C=πbattle (σresult='ok' (Outcomes))
 AnBnC
- 7. π s.ship,Outcomes.ship σ s.battle=Outcomes.battle and s.ship<Outcomes.ship and s.result='sunk' and Outcomes.result='sunk' (π s.ship, s.battle,s.result (ρ s (Outcomes)) x Outcomes)

- 8. π Ships.name (ρ r1 π numGuns σ name = 'Royal Oak' (Ships \bowtie Classes) \bowtie (Ships \bowtie Classes))
- 9. (π numGuns,class (Classes)) (π Classes.numGuns, Classes.class σ Classes.numGuns<P.numGuns (Classes x ρ P (Classes)))
- 10. $A=\pi$ s.class,s.bore (ρ s (Classes))

 $B=\pi$ r.class,r.bore (p r (Classes))

 π s.bore σ s.class<>r.class and r.class<>Classes.class and Classes.class<>s.class and s.bore=r.bore and r.bore=Classes.bore (A x B x Classes)