

1. For each platform, find the top-selling game (by Global_Sales). Return platform, game name, and sales.
2. For each genre, find the average global sales and rank genres from highest to lowest.
3. Find the publisher with the highest total global sales in each genre.
4. Find the top 10 games with the highest difference between NA_Sales and EU_Sales.
5. For each year, calculate the number of games released and the average global sales that year.
6. For each platform, compute total global sales and list platforms whose total sales are above the dataset's average platform sales.
7. Identify which genre has the highest total JP_Sales and list the top 3 games contributing to it.
8. For each publisher, compute total global sales and number of games published, then list publishers with more than 10 games.
9. Find games where NA_Sales is greater than the sum of EU_Sales, JP_Sales, and Other_Sales. Return name, platform, and all sales columns.
10. For each genre, compute the percentage contribution of that genre to total global sales.
11. Find the top 5 platforms by number of games released.
12. Among games released after 2010, find those whose global sales are above the average global sales of all post-2010 games.
13. For each publisher, find their best-selling game (highest Global_Sales).
14. For each year, list the genre that had the maximum number of releases.
15. Find the difference between the highest and lowest global sales within each platform.
16. Create a ranking of games within each platform based on Global_Sales (rank 1 = highest seller).
17. Find games that appear in the top 10 in NA and also in the top 10 in EU (based on sales in each region).

18. For each platform, compute average sales in NA, EU, JP, and Global; show platforms where JP_Sales average is higher than both NA and EU averages.
19. For each genre, find the proportion of games published by each publisher (e.g., share of Action games published by a specific publisher).
20. Find the year with the highest total global sales and list its top 5 selling games.