

Denormalization Problems

1)First Denormalization (news/game name)

Update: If we want to change news' game name we have to add new game name on game table or use a game name which on the game table and has no news.

Delete: If we want to delete a news it hasn't got an any problem

Insert: When we want to add a news on website first we have to go to the game table and we have to add a game name which has no news. Because news' game name can not be null.

2)Second Denormalization(activity earning/users wallet)

Update: When we want to increase users earning point. We need to look at their level because every level has an earning point (per day). Then we increase that user earning point.

Delete: When users want to use their "users wallet point" we have to delete their point which they spent. This has no problem

Insert: When a user enter his/her account first time of the day we look at the his/her activity earning point and then we look at his/her users wallet point. Then we gather activity earning point and users wallet point. The result is giving us the last user wallet point.