**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.