



**Basic SQL Commands**

Data Definition Language (DDL)

<b>CREATE TABLE</b>	Creates a new table.  <b>Example:</b> <pre>CREATE TABLE employees (   id INT PRIMARY KEY,   name VARCHAR(255),   salary DECIMAL(10, 2) );</pre>
<b>ALTER TABLE</b>	Modifies an existing table.  <b>Example:</b> <pre>ALTER TABLE employees ADD COLUMN department VARCHAR(255);</pre>
<b>DROP TABLE</b>	Deletes a table.  <b>Example:</b> <pre>DROP TABLE employees;</pre>
<b>CREATE INDEX</b>	Creates an index on a table.  <b>Example:</b> <pre>CREATE INDEX idx_name ON employees (name);</pre>
<b>DROP INDEX</b>	Deletes an index.  <b>Example:</b> <pre>DROP INDEX idx_name;</pre>
<b>CREATE VIEW</b>	Creates a virtual table based on the result-set of an SQL statement.  <b>Example:</b> <pre>CREATE VIEW high_earners AS SELECT id, name FROM employees WHERE salary &gt; 50000;</pre>

Data Manipulation Language (DML)

<b>INSERT</b>	Inserts data into a table.  <b>Example:</b> <pre>INSERT INTO employees (id, name, salary) VALUES (1, 'John Doe', 60000);</pre>
<b>UPDATE</b>	Updates existing data in a table.  <b>Example:</b> <pre>UPDATE employees SET salary = 65000 WHERE id = 1;</pre>
<b>DELETE</b>	Deletes data from a table.  <b>Example:</b> <pre>DELETE FROM employees WHERE id = 1;</pre>
<b>SELECT</b>	Retrieves data from a table.  <b>Example:</b> <pre>SELECT id, name, salary FROM employees;</pre>
<b>MERGE</b>	Performs insert, update, or delete operations based on a condition.  <b>Example:</b> <pre>MERGE INTO target_table AS T USING source_table AS S ON (T.key = S.key) WHEN MATCHED THEN   UPDATE SET T.column1 = S.column1 WHEN NOT MATCHED THEN   INSERT (key, column1) VALUES (S.key, S.column1);</pre>

**Advanced SQL and Functions**

## Common Functions

<code>COUNT()</code>	Returns the number of rows.  <b>Example:</b> <pre>SELECT COUNT(*) FROM employees;</pre>
<code>AVG()</code>	Returns the average value.  <b>Example:</b> <pre>SELECT AVG(salary) FROM employees;</pre>
<code>SUM()</code>	Returns the sum of values.  <b>Example:</b> <pre>SELECT SUM(salary) FROM employees;</pre>
<code>MIN()</code>	Returns the minimum value.  <b>Example:</b> <pre>SELECT MIN(salary) FROM employees;</pre>
<code>MAX()</code>	Returns the maximum value.  <b>Example:</b> <pre>SELECT MAX(salary) FROM employees;</pre>
<code>UPPER()</code>	Converts a string to uppercase.  <b>Example:</b> <pre>SELECT UPPER(name) FROM employees;</pre>
<code>LOWER()</code>	Converts a string to lowercase.  <b>Example:</b> <pre>SELECT LOWER(name) FROM employees;</pre>
<code>LENGTH()</code>	Returns the length of a string.  <b>Example:</b> <pre>SELECT LENGTH(name) FROM employees;</pre>

## Db2 Administration

## Joins

<code>INNER JOIN</code>	Returns rows when there is a match in both tables.  <b>Example:</b> <pre>SELECT * FROM employees INNER JOIN departments ON employees.department_id = departments.id;</pre>
<code>LEFT JOIN</code>	Returns all rows from the left table, and the matched rows from the right table.  <b>Example:</b> <pre>SELECT * FROM employees LEFT JOIN departments ON employees.department_id = departments.id;</pre>
<code>RIGHT JOIN</code>	Returns all rows from the right table, and the matched rows from the left table.  <b>Example:</b> <pre>SELECT * FROM employees RIGHT JOIN departments ON employees.department_id = departments.id;</pre>
<code>FULL OUTER JOIN</code>	Returns all rows when there is a match in one of the tables.  <b>Example:</b> <pre>SELECT * FROM employees FULL OUTER JOIN departments ON employees.department_id = departments.id;</pre>

## Basic Administration Commands

<code>db2start</code>	Starts the Db2 database manager.  <b>Example:</b> <code>db2start</code>
<code>db2stop</code>	Stops the Db2 database manager.  <b>Example:</b> <code>db2stop</code>
<code>db2 connect to &lt;database_name&gt;</code>	Connects to a specific database.  <b>Example:</b> <code>db2 connect to sample</code>
<code>db2 disconnect &lt;database_name&gt;</code>	Disconnects from a database.  <b>Example:</b> <code>db2 disconnect sample</code>
<code>db2 list databases</code>	Lists all databases known to the Db2 instance.  <b>Example:</b> <code>db2 list databases</code>
<code>db2 backup database &lt;database_name&gt; to &lt;backup_location&gt;</code>	Backs up a database to a specified location.  <b>Example:</b> <code>db2 backup database sample to /backup</code>
<code>db2 restore database &lt;database_name&gt; from &lt;backup_location&gt;</code>	Restores a database from a backup.  <b>Example:</b> <code>db2 restore database sample from /backup</code>

## User and Permissions

<code>CREATE USER</code>	Creates a new user (typically managed at the OS level). <b>Note:</b> Db2 relies on the operating system for user authentication.
<code>GRANT</code>	Grants privileges to a user or role.  <b>Example:</b> <code>GRANT SELECT ON TABLE employees TO USER john;</code>
<code>REVOKE</code>	Revokes privileges from a user or role.  <b>Example:</b> <code>REVOKE SELECT ON TABLE employees FROM USER john;</code>

## Data Types

### Common Data Types

<code>INTEGER</code> or <code>INT</code>	Stores integer values.  <b>Example:</b> <code>id INT</code>
<code>SMALLINT</code>	Stores small integer values.  <b>Example:</b> <code>age SMALLINT</code>
<code>BIGINT</code>	Stores large integer values.  <b>Example:</b> <code>population BIGINT</code>
<code>DECIMAL(p, s)</code> or <code>NUMERIC(p, s)</code>	Stores exact numeric values with precision <code>p</code> and scale <code>s</code> .  <b>Example:</b> <code>salary DECIMAL(10, 2)</code>
<code>REAL</code>	Stores single-precision floating-point numbers.  <b>Example:</b> <code>temperature REAL</code>

<code>DOUBLE</code> or <code>DOUBLE PRECISION</code>	Stores double-precision floating-point numbers. <b>Example:</b> <code>avg_temp DOUBLE</code>
<code>VARCHAR(n)</code>	Stores variable-length character strings with a maximum length of <code>n</code> . <b>Example:</b> <code>name VARCHAR(255)</code>
<code>CHAR(n)</code>	Stores fixed-length character strings with a length of <code>n</code> . <b>Example:</b> <code>state_code CHAR(2)</code>
<code>DATE</code>	Stores dates. <b>Example:</b> <code>birth_date DATE</code>
<code>TIME</code>	Stores times. <b>Example:</b> <code>start_time TIME</code>
<code>TIMESTAMP</code>	Stores date and time values. <b>Example:</b> <code>created_at TIMESTAMP</code>
<code>BLOB</code>	Stores Binary Large Objects (BLOBs). <b>Example:</b> <code>image BLOB</code>
<code>CLOB</code>	Stores Character Large Objects (CLOBs). <b>Example:</b> <code>text_data CLOB</code>