

# ArcadeDB SQL Cheat Sheet

## CRUD

```
INSERT INTO <type>|BUCKET:<bucket>|<index> [(<field>[,]*) VALUES (<expression>[,]*)[,]*|
    [SET <field> = <expression>|<command>[,]*|[CONTENT {<json>}] [RETURN <expression>] [FROM <query>]
SELECT [<projections>] [FROM <target> [LET <assignment>*]] [WHERE <condition>*] [GROUP BY <field>*] [ORDER BY <fields>* [ASC|DESC]*]
    [UNWIND <Field>*] [SKIP <number>] [LIMIT <max>] [TIMEOUT <ms> [<strategy>]]
UPDATE <type>|BUCKET:<bucket>|<RID> [SET|REMOVE <field> = <value>[,]*|[CONTENT|MERGE <json>] [UPSERT] [RETURN <returning> [<expression>]]
    [WHERE <condition>] [LIMIT <max>] [TIMEOUT <ms>]
DELETE FROM <type>|BUCKET:<bucket>|<index> [RETURN <returning>] [WHERE <condition>*] [LIMIT <max>] [TIMEOUT <ms>]
```

## Graphs

```
MATCH <pattern> [, [NOT] <pattern>]* RETURN [DISTINCT] <expression> [AS <alias>] [, <expression> [AS <alias>]]*
    GROUP BY <expression>[,]* ORDER BY <expression>[,]* SKIP <number> LIMIT <max>
TRAVERSE [<type>.]field>|*|any()|all() [FROM <target>] [MAXDEPTH <number>|WHILE <condition>] [LIMIT <max>] [STRATEGY <strategy>]
CREATE VERTEX [<type>] [BUCKET <bucket>] [SET <field> = <expression>[,]*]
CREATE EDGE <type> [BUCKET <bucket>] [UPSERT] FROM <rid>|(<query>)|<rid>* TO <rid>|(<query>)|<rid>* [IF NOT EXISTS]
    [SET <field> = <expression>[,]*|CONTENT {<json>} [RETRY <retry> [WAIT <ms>]] [BATCH <batch-size>]
```

## Types

```
CREATE <DOCUMENT|VERTEX|EDGE> TYPE <type> [IF NOT EXISTS] [EXTENDS <type>] [BUCKET <bucket>[,]*] [BUCKETS <number>]
ALTER TYPE <type> [<attribute> <value>] [CUSTOM <key> <value>]
TRUNCATE TYPE <type> [POLYMORPHIC] [UNSAFE]
DROP TYPE <type> [UNSAFE] [IF EXISTS]
```

## Buckets

```
CREATE BUCKET <bucket> [ID <bucket-id>]
TRUNCATE BUCKET <bucket>
DROP BUCKET <bucket>|<bucket-id>
```

## Properties

```
CREATE PROPERTY <type>.<property> <data-type> [<constraint>[,]*] [IF NOT EXISTS]
ALTER PROPERTY <type>.<property> <attribute> <value> [CUSTOM <custom-key> = <custom-value>]
DROP PROPERTY <type>.<property> [FORCE]
```

## Indices

```
CREATE INDEX [<name>] [IF NOT EXISTS] [ON <type> (<property>[,]*)] <UNIQUE|NOTUNIQUE|FULL_TEXT> [<key-type>] [NULL_STRATEGY SKIP|ERROR]
REBUILD INDEX <name>
DROP INDEX <name> [IF EXISTS]
```

## Database

```
ALTER DATABASE <setting> <value>
IMPORT DATABASE <url> [WITH (<setting-name> = <setting-value> [,]*)]
EXPORT DATABASE <url> [FORMAT JSONL|GRAPHML|GRAPHSON] [OVERWRITE TRUE|FALSE]
BACKUP DATABASE [<url>]
ALIGN DATABASE
CHECK DATABASE [TYPE <type>[,]*] [BUCKET <bucket>[,]*] [FIX]
```

## Analysis

```
EXPLAIN <command>
PROFILE <command>
```

## System

```
CONSOLE .<logLevel> <expression>
```

## ArcadeDB SQL Reference