SQL Tutorials

SQL Tutorials provide the Best Tutorials about Structured Query Language(SQL). It contains SQL Overview, RDBMS Concepts, Entity Relationship Model, SQL Constraints, Integrity, Normalization, Tables, Index, SQL Joins, Views, SQL Stored Procedures, SQL Functions, SQL Triggers, SQL Cursors and SQL Standards &



IMAGE VS VARBINARY(MAX)

What are the differences between IMAGE and VARBINAY(MAX) [IMAGE VS VARBINARY(MAX)]

Which data type should use for defining a column in a table [IMAGE VS VARBINARY(MAX)]?

	IMAGE	VARBINARY(MAX)
Bytes	It consumes 1 byte per character.	It consumes 1 byte per character. It is introduced in SQL Server 2005 .
Data Length	Maximum storage size is (2147483647) 2^31-1 bytes (2 GB).	MAX indicates that the maximum storage size is 2^31-1 bytes (2 GB). The storage size is the actual length of the data entered + 2 bytes.
Data Storage Type	IMAGE is used to only used to store the image files (BMP, TIFF, GIF, or JPEG format files).	VARBINARY(MAX) data type is used to store images/pdf/word etc files and any data.
Index	Index can't be created on IMAGE data type if needed. It throws the exception error when we create an index on this data type.	Index can't be created on VARBINARY (MAX) data type even though it is needed. It throws the exception error when we create an index on this data type.
Use When?	Use IMAGE data type when only used to store the image files. NOTE: Microsoft is suggesting to use VARBINARY(MAX) instead of IMAGE data type for storing the large amount of data in a single column as it will be removed in a future versions of MS SQL Server. Can't cast/Convert to IMAGE data type and vise versa.	VARBINARY(N) When N is not specified in a data definition or variable declaration statement, the default length is 1. When N is not specified with the CAST function, the default length is 30. Use VARBINARY(MAX) when the column data entries exceed 8,000 bytes. VARBINARY(MAX) data type is used to store images/pdf/word etc files and any data.
	Example:	Example: DECLARE @VarBinary VARBINARY(MAX);