DISTINCT

1. SELECT DISTINCT type FROM animal;
2. SELECT DISTINCT profession FROM npc;

AND, OR and NOT

1. SELECT \* FROM creature;  
   WHERE name=”Killer Bee” OR name=”Orc”;
2. SELECT \* FROM animal;  
   WHERE speed=”6” AND defense=”5”;
3. SELECT \* FROM animal;  
   WHERE NOT type=”sheep”;
4. SELECT \* FROM animal;  
   WHERE type=”Wolf” OR type=”Bear” OR type=”Eagle”;
5. SELECT \* FROM person;  
   WHERE attack=”10” AND defense=”10” AND agility=”10”;
6. SELECT \* FROM city;  
   WHERE region=1 or region=2;
7. SELECT \* FROM hero  
   WHERE NOT (intelligence=30 or intelligence=90);

MIN and MAX

1. SELECT MIN(speed) AS LowestSpeed;  
   FROM animal;
2. SELECT MAX(speed) AS HighestSpeed;  
   FROM animal;
3. SELECT MIN(attack) AS LowestDMG;  
   FROM weapon;
4. SELECT MAX(price) AS HighestPrice;  
   FROM weapon;

IN

1. SELECT \* FROM creature;  
   WHERE name IN (“Killer Bee”, “Orc”);
2. SELECT \* FROM animal  
   WHERE type IN (“Wolf”, “Bear”, “Eagle”)

ORDER BY name ASC;

1. SELECT \* FROM creature;  
   WHERE name NOT IN (“Killer Bee”, “Orc”);
2. SELECT \* FROM city;  
   WHERE region IN (3, 4);
3. SELECT \* FROM city  
   WHERE region IN (3, 4)

ORDER BY name ASC;

1. SELECT COUNT(\*) FROM city

WHERE region IN (3,4);

BETWEEN and SQL operators

1. SELECT \* FROM weapon  
   WHERE price BETWEEN 100 AND 1000;
2. SELECT \* FROM weapon  
   WHERE attack BETWEEN 300 AND 600;
3. SELECT \* FROM animal  
   WHERE defense BETWEEN 7 AND 9;
4. SELECT \* FROM person  
   WHERE gold > 1800;
5. SELECT \* FROM person  
   WHERE gold > 1850;
6. SELECT \* FROM person  
   WHERE gold >= 1850;
7. SELECT \* FROM weapon  
   WHERE price < 300;

LIKE

1. SELECT \* FROM person  
   WHERE name LIKE “b%”;
2. SELECT \* FROM animal  
   WHERE name LIKE “%a%”;
3. SELECT \* FROM animal  
   WHERE name LIKE “%ea%”;
4. SELECT \* FROM weapon  
   WHERE name LIKE “%d”;

TOP, LIMIT or ROWNUM

1. SELECT TOP 10 \* FROM person;
2. SELECT TOP 5 \* FROM weapon
3. SELECT TOP 3 \* FROM weapon  
   WHERE attack BETWEEN 700 AND 900

ORDER BY name DESC;