Sets Command Cheat Sheet

**SADD myset "Hello"** Add the specified members to the set stored at key.

**SMEMBERS myset** (Returns all the members of the set value stored at key.)

**SISMEMBER myset "one”** (Returns if member is a member of the set stored at key.)

**SCARD myset**(Returns the set cardinality (number of elements) of the set stored at key.)

**SMOVE myset myotherset "two"** (Move member from the set at source to the set at destination.)

**SPOP myset** (Removes and returns one or more random elements from the set value store at key.)

**SREM myset "one"** (Remove the specified members from the set stored at key.)

**SDIFF key1 key**(Returns the members of the set resulting from the difference between the first set and all the successive sets.)

**SDIFFSTORE key key1 key2**(This command is equal to SDIFF, but instead of returning the resulting set, it is stored in destination.)

**SINTER key1 key2**(Returns the members of the set resulting from the intersection of all the given sets.)

**SINTERSTORE key key1 key2**(This command is equal to SINTER, but instead of returning the resulting set, it is stored in destination.)

**SUNION key1 key2**(Returns the members of the set resulting from the union of all the given sets.)

**SUNIONSTORE key key1 key2**(This command is equal to SUNION, but instead of returning the resulting set, it is stored in destination.)

**SRANDMEMBER myset 2**( When called with just the key argument, return a random element from the set value stored at key.)