λ CREAT database *DatabaseName*;

CREAT database IF NOT EXISTS *DatabaseName*;

DROP DATABASE *DatabaseName;*

DROP DATABASE IF EXISTS *DatabaseName;*

SHOW DATABASES;

SHOW DATABASES LIKE *DatabaseName*;

USE *DatabaseName*;

CRATE TABLE *TableName* (

*ColumnName* *Datatype* (*height*),

*ColumnName* *Datatype* (*height*)

);

CRATE TABLE IF NOT EXISTS *TableName* (

*ColumnName* *Datatype* (*height*),

*ColumnName* *Datatype* (*height*)

);

DISCRIBE *TableName*;

SHOW COLUMNS FROM *TableName*;

SHOW FIELDS FROM *TableName*;

SHOW TABLE STATUS;

SHOW CREATE TABLE *TableName*;

RENAME TABLE *TableName* TO *TableName*;

RENAME TABLE *TableName* TO *TableName* ,*TableName* TO *TableName*;

ALTER TABLE *TableName* ENGINE=MYISAM;

ALTER TABLE *TableName* ADD *ColumnName*(*Datatype* (*height*);

ALTER TABLE *TableName* ADD *ColumnName*(*Datatype* (*height*) AFTER *ColumnName*;

ALTER TABLE *TableName* ADD *ColumnName*(*Datatype* (*height*) FIRST;

ALTER TABLE *TableName* DROP *ColumnName*;

ALTER TABLE *TableName* CHANGE *ColumnName ColumnName Datatype* (*height*);

ALTER TABLE *TableName* CHANGE *ColumnName ColumnName Datatype* (*height*) AFTER *ColumnName*;

ALTER TABLE *TableName* MODIFY *ColumnName Datatype* (*height*);

ALTER TABLE *TableName* RENAME *TableName*;

ALTER TABLE *TableName* MODIFY *ColumnName Datatype* (*height*) ,CHANGE *ColumnName ColumnName Datatype* (*height*);

ALTER TABLE *TableName* CONVERT TO CHARCTER SET *utf8*;