Sal Commands Could.... By Sapri Milik ALTER Command. Add column to the existing teste L) Delete " Ly Modify the definition of existing column.
Ly Change " name of " " -) For adding column: -Command -> after teble (teblename) add column (columnume) eg...) after teste stud add column age (int); >) For adding multiple colymns!-(ommand -> after teste (testeneme) add (column column2, -- column) eg. -> alter teble stud add (merks (int), DOB (dete)); Command of after teste (testename) drop column (columneme);
ef. after table stud drop column age;

DELTA | Pg No.
Date | | =) for modifying the dete type of existing calcumn. Command -> alter teble (teblename) modify column (columneme) (detaple)
eg. alter teble stud modify column city vercher; =) For changing the name of the existing column: Command - after table (tablename) change oldcolname newcolname (detappe) after table stud whome are age! int; DML commands. - Dete Manipulation language.
Ly For setrievel, insertian, deletion of determine the teble. =) SNSERT Command. Command -> insest into Ltessename? velues (velue), veluel_--veluer);
The velues should be inserted in the same order as the order of the columns mentioned. eg. insect into stud & velices (1, Rige', (gas', 98); (command -s insert Into (testename) (sollno, name) helices (velue), velue)



=) For inserting hull velnes: - we have to explicitly write NULL. - For updating the Table:-(emmand -> update (tablenome) set (columnName) = (new helice) ej. updote stud set age = 20; eg. updote stud set age = 20 where rollno = 1; 3) for deletting the seconds from the teble Command) delete from (teblenam) -s without condition -> delete from ("> where condition; eg. -> delete from stud where name = hige; For Redsiewty the date from the teste.

(i) For selecting/retrieving all the seconds from the teste. (ommand - select & from (testename);
eg. - select & from stud;
for all. 2) For retrievely selected seconds from the table columnance

Command of select volume, name from (teblenome); ej- select rollno, nome from stud!