POSTGRES Cheat Sheet

Operation	**Postquel Command**
System Catalogs:	
list users	retrieve (u.all) from u in pg_user
list all database objects	retrieve (p.relname, p.relkind) from p in pg_class
list just user objects	retrieve (p.relname, p.relkind) from p in pg_class where p.relname !~ "pg_*"
list indexes	retrieve (p.relname, p.relkind) from p in pg_class where p.relkind="i"
describe structure	attribute list (fast): retrieve (*class_name*.all) where 1=0 attribute/datatype list (slower): retrieve (r.relname, a.attname, t.typname) from a in pg_attribute, t in pg_type, r in pg_class where a.attrelid=r.oid and a.atttypid=t.oid and r.relname="*class_name*"
DDL:	
create class	create *classname* (attname1=type1{,attname*i* type*i*}) inherits (classname {, classname})
add field to class	addattr (attname=type1 {, attname*i*=type*i*}) to *classname*{*}
drop class	destroy *classname*
create index	define index *indexname* on *classname* using btree|rtree (attname1 type1_ops{, attname*i* type*i*_ops})
drop index	remove index *indexname*
define function	*see postgres reference*
define rule	*see postgres reference*
define aggregate	*see postgres reference*
define operator	*see postgres reference*
define type	*see postgres reference*
define view	define view *viewname* from *from_list* where *qual*

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Environment:	
SAIC:	setenv PGHOST angrboda.css.gov setenv POSTGRESHOME /usr/postgres set path=($POSTGRESHOME/bin $path)
Bigfoot:	setenv PGHOST heel
DBA:	
Bring database up	~postgres/bin/postmaster &
Take database down	kill postmaster process
Connect to Database:	
	monitor *database*
Example:	monitor demo
Bigfoot:	monitor sequoia
Query Buffer:	
execute query	\g
quit	\q
get on-line help	\h *or* \?
edit query buffer	\e
print query buffer	\p
clear query buffer	\r
load a file into buffer	\i *filename*
execute a script	\i *filename*
escape to a Unix shell	\s
save buffer into a file	\w *filename*
print current time	\t
Data Types:	user defined types plus builtins:
character string	char, char16 *(array of 16 characters)*
text	text
2 byte integer	int2 *(signed),* uint2 *(unsigned)*
4 byte integer	int4 *(signed),* uint4 *(unsigned)*
single precision float	float4
double precision float	float8
date and time	abstime, reltime, tinterval
blobs	LO (large objects)