

### Migration Commands

<code>bin/rails db:migrate</code>	Update the database
<code>bin/rails db:rollback</code>	Undo the previous migration
<code>bin/rails db:migrate:redo</code>	First rollback, then migrate

### Data Types

<code>:bigint</code>	really big number
<code>:binary</code>	alternate values
<code>:boolean</code>	true or false values
<code>:integer</code>	a number

### Naming Conventions

<code>CreateXXX col:type col:type</code>	Creates a table named XXX with provided columns
<code>AddXXX ToYYY col:type</code>	Adds column XXX to table YYY
<code>Remove XXX FromYYY col:type</code>	Removes column XXX from table YYY

### Create Table

The `create_table` method creates a new table.

#### Available Options:

- `primary_key: :key`: Customizes the primary key.
- `force: true`: Drop the table if it already exists. Warning: This will result in unwanted data loss, if the existing table is populated.
- `if_not_exists: true`: If you try to create a table with duplicate name, Rails will throw an error. This option lets you return silently without raising an error, if the table already exists.
- `options`: Provide database-specific options.
- `temporary: true`: Create a temporary table that will only exist during the current connection to the database.
- `id: false`: Do not generate a primary key at all. Useful when creating join tables. However, as we'll see, better solutions exist for this, such as `create_join_table` method.



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