



## Data Structures & Basic Commands

### Strings

<code>SET key value</code>	Set the string value of a key.
<code>GET key</code>	Get the value of a key.
<code>MSET key value [key value ...]</code>	Set multiple keys to multiple values.
<code>MGET key [key ...]</code>	Get the values of all the given keys.
<code>INCR key</code>	Increment the integer value of a key by one.
<code>DECR key</code>	Decrement the integer value of a key by one.
<code>APPEND key value</code>	Append a value to a key.
<code>STRLEN key</code>	Get the length of the value stored in a key.

## Hashes & Sets

### Hashes

<code>HSET key field value</code>	Set the string value of a hash field.
<code>HGET key field</code>	Get the value of a hash field.
<code>HMSET key field value [field value ...]</code>	Set multiple hash fields to multiple values.
<code>HMGET key field [field ...]</code>	Get the values of all the given hash fields.
<code>HGETALL key</code>	Get all the fields and values in a hash.
<code>HDEL key field [field ...]</code>	Delete one or more hash fields.
<code>HLEN key</code>	Get the number of fields in a hash.

## Sorted Sets & Pub/Sub

### Sorted Sets

<code>ZADD key score member [score member ...]</code>	Add one or more members to a sorted set, or update their score if they already exist.
<code>ZREM key member [member ...]</code>	Remove one or more members from a sorted set.
<code>ZRANGE key start stop [WITHSCORES]</code>	Return a range of members in a sorted set, by index.
<code>ZREVRANGE key start stop [WITHSCORES]</code>	Return a range of members in a sorted set, by index, with scores ordered from high to low.
<code>ZSCORE key member</code>	Get the score associated with the given member in a sorted set.
<code>ZCARD key</code>	Get the number of members in a sorted set.
<code>ZCOUNT key min max</code>	Count the members in a sorted set with scores within the given values.

### Lists

<code>LPUSH key value [value ...]</code>	Prepend one or multiple values to a list.
<code>RPUSH key value [value ...]</code>	Append one or multiple values to a list.
<code>LPOP key</code>	Remove and get the first element in a list.
<code>RPOP key</code>	Remove and get the last element in a list.
<code>LRange key start stop</code>	Get a range of elements from a list.
<code>LLEN key</code>	Get the length of a list.
<code>LREM key count value</code>	Remove elements from a list.

### Sets

<code>SADD key member [member ...]</code>	Add one or more members to a set.
<code>SREM key member [member ...]</code>	Remove one or more members from a set.
<code>SMEMBERS key</code>	Get all the members in a set.
<code>SISMEMBER key member</code>	Determine if a given value is a member of a set.
<code>SCARD key</code>	Get the number of members in a set.
<code>SINTER key [key ...]</code>	Intersect multiple sets.
<code>SUNION key [key ...]</code>	Add multiple sets.

### Pub/Sub

<code>PUBLISH channel message</code>	Post a message to a channel.
<code>SUBSCRIBE channel [channel ...]</code>	Subscribe the client to the given channels.
<code>UNSUBSCRIBE channel [channel ...]</code>	Unsubscribe the client from the given channels.
<code>PSUBSCRIBE pattern [pattern ...]</code>	Subscribe the client to the given patterns.
<code>PUNSUBSCRIBE pattern [pattern ...]</code>	Unsubscribe the client from the given patterns.

## Transactions & Persistence

### Transactions

MULTI	Mark the start of a transaction block.
EXEC	Execute all commands in a transaction block.
DISCARD	Discard all commands in a transaction block.
WATCH key [key ...]	Watch the given keys to determine execution of the MULTI/EXEC block.
UNWATCH	Forget about all watched keys.

### Persistence

SAVE	Perform a synchronous save of the dataset to disk.
BGSAVE	Perform an asynchronous save of the dataset to disk.
LASTSAVE	Return the UNIX timestamp of the last successful save to disk.
CONFIG GET save	Get the current save configuration.
BGREWRITEAOF	Asynchronously rewrite the append-only file.