

```

package main

import (
    "github.com/gogf/gf/v2/frame/g"
    "fmt"
)

func main() {
    var v g.Var

    v.Set("123")

    fmt.Println v.Val()

    //
    fmt.Println v.Int()
    fmt.Println v.Uint()
    fmt.Println v.Float64()

    // slice
    fmt.Println v.Ints()
    fmt.Println v.Floats()
    fmt.Println v.Strings()
}

```

```

123
123
123
123
123
[123]
[123]
[123]

```

JSON/

gvar.Varjson/

1. Marshal

```

package main

import (
    "encoding/json"
    "fmt"
    "github.com/gogf/gf/v2/frame/g"
)

func main() {
    type Student struct {
        Id      g.Var
        Name    g.Var
        Scores  g.Var
    }

    s := Student{
        Id:      g.NewVar(1),
        Name:    g.NewVar("john"),
        Scores:  g.NewVar([]int{100, 99, 98}),
    }

    b, _ := json.Marshal(s)
    fmt.Println string(b)
}

```

```

{"Id":1,"Name":"john","Scores":[100,99,98]}

```

2. Unmarshal

Content Menu

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```
package main

import (
    "encoding/json"
    "fmt"
    "github.com/gogf/gf/v2/frame/g"
)

func main() {
    b := []byte(`{"Id":1,"Name":"john","Scores":[100,99,98]}`)
    type Student struct {
        Id      g.Var
        Name    g.Var
        Scores  g.Var
    }
    s := Student{}
    json.Unmarshal(b, &s)
    fmt.Println(s)
}
```

```
{1 john [100,99,98]}
```