

GoFrameg.*



g/

```
import "github.com/gogf/gf/v2/frame/g"
```

```
type (
    Var = gvar.Var          // Var is a universal variable interface,
    like generics.
    Ctx = context.Context // Ctx is alias of frequently-used context.
    Context.
)

type (
    Map          = map[string]interface{} // Map is alias of
    frequently-used map type map[string]interface{}.
    MapAnyAny    = map[interface{}]interface{} // MapAnyAny is alias of
    frequently-used map type map[interface{}]interface{}.
    MapAnyStr    = map[interface{}]string      // MapAnyStr is alias of
    frequently-used map type map[interface{}]string.
    MapAnyInt    = map[interface{}]int         // MapAnyInt is alias of
    frequently-used map type map[interface{}]int.
    MapStrAny    = map[string]interface{}      // MapStrAny is alias of
    frequently-used map type map[string]interface{}.
    MapStrStr    = map[string]string          // MapStrStr is alias of
    frequently-used map type map[string]string.
    MapStrInt    = map[string]int             // MapStrInt is alias of
    frequently-used map type map[string]int.
    MapIntAny    = map[int]interface{}        // MapIntAny is alias of
    frequently-used map type map[int]interface{}.
    MapIntStr    = map[int]string             // MapIntStr is alias of
    frequently-used map type map[int]string.
    MapIntInt    = map[int]int               // MapIntInt is alias of
    frequently-used map type map[int]int.
    MapAnyBool   = map[interface{}]bool       // MapAnyBool is alias of
    frequently-used map type map[interface{}]bool.
    MapStrBool   = map[string]bool            // MapStrBool is alias of
    frequently-used map type map[string]bool.
    MapIntBool   = map[int]bool               // MapIntBool is alias of
    frequently-used map type map[int]bool.
)

type (
    List          = []Map          // List is alias of frequently-used
    slice type []Map.
    ListAnyAny    = []MapAnyAny    // ListAnyAny is alias of frequently-
    used slice type []MapAnyAny.
    ListAnyStr    = []MapAnyStr    // ListAnyStr is alias of frequently-
    used slice type []MapAnyStr.
    ListAnyInt    = []MapAnyInt    // ListAnyInt is alias of frequently-
    used slice type []MapAnyInt.
    ListStrAny    = []MapStrAny    // ListStrAny is alias of frequently-
    used slice type []MapStrAny.
    ListStrStr    = []MapStrStr    // ListStrStr is alias of frequently-
    used slice type []MapStrStr.
    ListStrInt    = []MapStrInt    // ListStrInt is alias of frequently-
    used slice type []MapStrInt.
)
```

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```

    ListIntAny = []MapIntAny // ListIntAny is alias of frequently-
used slice type []MapIntAny.
    ListIntStr = []MapIntStr // ListIntStr is alias of frequently-
used slice type []MapIntStr.
    ListIntInt = []MapIntInt // ListIntInt is alias of frequently-
used slice type []MapIntInt.
    ListAnyBool = []MapAnyBool // ListAnyBool is alias of frequently-
used slice type []MapAnyBool.
    ListStrBool = []MapStrBool // ListStrBool is alias of frequently-
used slice type []MapStrBool.
    ListIntBool = []MapIntBool // ListIntBool is alias of frequently-
used slice type []MapIntBool.
)

type (
    Slice = []interface{} // Slice is alias of frequently-used
slice type []interface{}.
    SliceAny = []interface{} // SliceAny is alias of frequently-used
slice type []interface{}.
    SliceStr = []string // SliceStr is alias of frequently-used
slice type []string.
    SliceInt = []int // SliceInt is alias of frequently-used
slice type []int.
)

type (
    Array = []interface{} // Array is alias of frequently-used
slice type []interface{}.
    ArrayAny = []interface{} // ArrayAny is alias of frequently-used
slice type []interface{}.
    ArrayStr = []string // ArrayStr is alias of frequently-used
slice type []string.
    ArrayInt = []int // ArrayInt is alias of frequently-used
slice type []int.
)

```



g

HTTP

```
func Client() *ghttp.Client
```

HTTP

Validator

```
func Validator() *gvalid.Validator
```

()

```
func Cfg(name ...string) *gcfg.Config
```

toml/yaml/yml/json/ini/xml/properties

- config
- config.toml
- config.yaml
- config.yml
- config.json
- config.ini
- config.xml
- config.properties

g.Cfg("redis")

- redis
- redis.toml
- redis.yaml
- redis.yml
- redis.json
- redis.ini
- redis.xml
- redis.properties

config.toml

()

```
func Log(name ...string) *glog.Logger
```

logger

()

```
func View(name ...string) *gview.View
```

viewer

() WEB Server

```
func Server(name ...interface{}) *ghttp.Server
```

serverServer

() TCP Server

```
func TcpServer(name ...interface{}) *gtcp.Server
```

() UDP Server

```
func UdpServer(name ...interface{}) *gudp.Server
```

() ORM

```
func DB(name ...string) *gdb.Db
```

databaseDB

Model

```
func Model(tables string, db ...string) *gdb.Model
```

() Redis

```
func Redis(name ...string) *gredis.Redis
```

redisRedis

()

```
func Res(name ...string) *gres.Resource
```

()

```
func I18n(name ...string) *gi18n.Manager
```