

WebServer -

#### Content Menu

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```
package main

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

type T struct {
    Name string
}

func (t *T) Hello(name string) string {
    return "Hello " + name
}

func (t *T) Test() string {
    return "This is test"
}

func main() {
    t := &T{"John"}
    v := g.View()
    content := `{{.t.Hello "there"}}`, my name's {{.t.Name}}. {{.t.
Test}}.`
    if r, err := v.ParseContent(context.TODO(), content, g.Map{"t":
t}); err != nil {
        g.Dump(err)
    } else {
        g.Dump(r)
    }
}
```

Hello there, my name's John. This is test.