

ORM-

DB.Statsorm

```
package main

import (
    _ "github.com/gogf/gf/contrib/drivers/mysql/v2"

    "github.com/gogf/gf/v2/database/gdb"
    "github.com/gogf/gf/v2/frame/g"
    "github.com/gogf/gf/v2/os/gctx"
)

func main() {
    var ctx = gctx.New()
    db, err := gdb.New(gdb.ConfigNode{
        Link: "mysql:root:12345678@tcp(127.0.0.1:3306)/test",
    })
    if err != nil {
        g.Log().Fatal(ctx, err)
    }
    err = db.PingMaster()
    if err != nil {
        g.Log().Fatal(ctx, err)
    }
    stats := db.Stats(ctx)
    g.Dump(stats)
}
```

```
[
  {
    node: {
      Host: "127.0.0.1",
      Port: "3306",
      User: "root",
      Pass: "12345678",
      Name: "test",
      Type: "mysql",
      Link: "",
      Extra: "",
      Role: "",
      Debug: false,
      Prefix: "",
      DryRun: false,
      Weight: 0,
      Charset: "utf8",
      Protocol: "tcp",
      Timezone: "",
      Namespace: "",
      MaxIdleConnCount: 0,
      MaxOpenConnCount: 0,
      MaxConnLifeTime: 0,
      QueryTimeout: 0,
      ExecTimeout: 0,
      TranTimeout: 0,
      PrepareTimeout: 0,
      CreatedAt: "",
      UpdatedAt: "",
      DeletedAt: "",
      TimeMaintainDisabled: false,
    },
    stats: {
      MaxOpenConnections: 0,
      OpenConnections: 1,
      InUse: 0,
      Idle: 1,
      WaitCount: 0,
      WaitDuration: 0,
      MaxIdleClosed: 0,
      MaxIdleTimeClosed: 0,
      MaxLifetimeClosed: 0,
    },
  },
]
```