

```
GoFrameg.*
```



```
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.
)

```



## HTTP

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

HTTP

## Validator

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

()

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

toml/yaml/yml/jsonini/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) *gil8n.Manager
```