

--ScanList

gfORMORMBelongsTo, HasOne, HasMany, ManyToManygf

 gf ORM GF v1.13.6

gf ORM

3-4

```
#
CREATE TABLE `user` (
  uid int(10) unsigned NOT NULL AUTO_INCREMENT,
  name varchar(45) NOT NULL,
  PRIMARY KEY (uid)
) ENGINE=InnoDB DEFAULT CHARSET=utf8;

#
CREATE TABLE `user_detail` (
  uid int(10) unsigned NOT NULL AUTO_INCREMENT,
  address varchar(45) NOT NULL,
  PRIMARY KEY (uid)
) ENGINE=InnoDB DEFAULT CHARSET=utf8;

#
CREATE TABLE `user_scores` (
  id int(10) unsigned NOT NULL AUTO_INCREMENT,
  uid int(10) unsigned NOT NULL,
  score int(10) unsigned NOT NULL,
  course varchar(45) NOT NULL,
  PRIMARY KEY (id)
) ENGINE=InnoDB DEFAULT CHARSET=utf8;
```

- 1. 1:1
- 2. 1:N
- 3. N:N1:N1:N

Golang

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```
//
type EntityUser struct {
    Uid int `orm:"uid"`
    Name string `orm:"name"`
}
//
type EntityUserDetail struct {
    Uid int `orm:"uid"`
    Address string `orm:"address"`
}
//
type EntityUserScores struct {
    Id int `orm:"id"`
    Uid int `orm:"uid"`
    Score int `orm:"score"`
    Course string `orm:"course"`
}
//
type Entity struct {
    User *EntityUser
    UserDetail *EntityUserDetail
    UserScores []*EntityUserScores
}
```

EntityUser, EntityUserDetail, EntityUserScoresEntity

```
err := g.DB().Transaction(ctx, func(ctx context.Context, tx gdb.
TX) error {
    r, err := tx.Model("user").Save(EntityUser{
        Name: "john",
    })
    if err != nil {
        return err
    }
    uid, err := r.LastInsertId()
    if err != nil {
        return err
    }
    _, err = tx.Model("user_detail").Save(EntityUserDetail{
        Uid: int(uid),
        Address: "Beijing DongZhiMen #66",
    })
    if err != nil {
        return err
    }
    _, err = tx.Model("user_scores").Save(g.Slice{
        EntityUserScores{Uid: int(uid), Score: 100,
Course: "math"},
        EntityUserScores{Uid: int(uid), Score: 99, Course:
"physics"},
    })
    return err
})
```

Scan

```
//
var user Entity
//
// SELECT * FROM `user` WHERE `name`='john'
err := g.Model("user").Scan(&user.User, "name", "john")
if err != nil {
    return err
}
//
// SELECT * FROM `user_detail` WHERE `uid`=1
err := g.Model("user_detail").Scan(&user.UserDetail, "uid", user.User.Uid)
//
// SELECT * FROM `user_scores` WHERE `uid`=1
err := g.Model("user_scores").Scan(&user.UserScores, "uid", user.User.Uid)
```

ScanList

```
//
var users []Entity
//
// SELECT * FROM `user`
err := g.Model("user").ScanList(&users, "User")
//
// SELECT * FROM `user_detail` WHERE `uid` IN(1,2)
err := g.Model("user_detail").
    Where("uid", gdb.ListItemValuesUnique(users, "User", "Uid")).
    ScanList(&users, "UserDetail", "User", "uid:Uid")
//
// SELECT * FROM `user_scores` WHERE `uid` IN(1,2)
err := g.Model("user_scores").
    Where("uid", gdb.ListItemValuesUnique(users, "User", "Uid")).
    ScanList(&users, "UserScores", "User", "uid:Uid")
```

1. ScanList

```

// ScanList converts <r> to struct slice which contains other complex
struct attributes.
// Note that the parameter <listPointer> should be type of *[]struct/*[]
*struct.
// Usage example:
//
// type Entity struct {
//     User      *EntityUser
//     UserDetail *EntityUserDetail
//     UserScores []*EntityUserScores
// }
// var users []*Entity
// or
// var users []Entity
//
// ScanList(&users, "User")
// ScanList(&users, "UserDetail", "User", "uid:Uid")
// ScanList(&users, "UserScores", "User", "uid:Uid")
// The parameters "User"/"UserDetail"/"UserScores" in the example codes
specify the target attribute struct
// that current result will be bound to.
// The "uid" in the example codes is the table field name of the result,
and the "Uid" is the relational
// struct attribute name. It automatically calculates the HasOne/HasMany
relationship with given <relation>
// parameter.
// See the example or unit testing cases for clear understanding for this
function.
func (m *Model) ScanList(listPointer interface{}, attributeName string,
relation ...string) (err error)

```

- ScanList(&users, "User")
usersUser
- ScanList(&users, "UserDetail", "User", "uid:Uid")
usersUserDetailUseruid:Uid:uid:UiduiduidUidUid
- ScanList(&users, "UserScores", "User", "uid:Uid")
usersUserScoresUseruid:Uid:UserScores []*EntityUserScoresUserUserScores1:N

nil

2. ListItemValues/ListItemValuesUnique

```

// ListItemValues retrieves and returns the elements of all item struct
//map with key <key>.
// Note that the parameter <list> should be type of slice which contains
elements of map or struct,
// or else it returns an empty slice.
//
// The parameter <list> supports types like:
// []map[string]interface{}
// []map[string]sub-map
// []struct
// []struct:sub-struct
// Note that the sub-map/sub-struct makes sense only if the optional
parameter <subKey> is given.
func ListItemValues(list interface{}, key interface{}, subKey ...interface
{}) (values []interface{})

// ListItemValuesUnique retrieves and returns the unique elements of all
struct/map with key <key>.
// Note that the parameter <list> should be type of slice which contains
elements of map or struct,
// or else it returns an empty slice.
// See gutil.ListItemValuesUnique.
func ListItemValuesUnique(list interface{}, key string, subKey ...interface
{}) []interface{}

```

ListItemValuesUnique ListItemValues struct/map/[]interface{}

- gdb.ListItemValuesUnique(users, "Uid")usersUid[]interface{}uidSELECT...IN...
- gdb.ListItemValuesUnique(users, "User", "Uid")usersUserUid[]interface{}uidSELECT...IN...