



## 获取所有key&删除

```
// 获取所有key
@Test
public void testAllKeys() {
    // 当前库key的名称
    Set<String> keys = redisTemplate.keys("*");
    for (String key: keys) {
        System.out.println(key);
    }
}

// 删除
@Test
public void testDelete() {
    // 删除 通用 适用于所有数据类型
    redisTemplate.delete("score");
}
```

## 设置key的失效时间

```
@Test
public void testEx() {
    valueOperations<String, Object> valueOperations = redisTemplate.opsForValue();
    // 方法一：插入一条数据并设置失效时间
    valueOperations.set("code", "abcd", 180, TimeUnit.SECONDS);
    // 方法二：给已存在的key设置失效时间
    boolean flag = redisTemplate.expire("code", 180, TimeUnit.SECONDS);
    // 获取指定key的失效时间
    Long l = redisTemplate.getExpire("code");
}
```



@Test

```
public void testEx() {  
    ValueOperations<String, Object> valueOperations = redisTemplate.opsForValue();  
    // 插入一条数据  
    valueOperations.set( k: "code", v: "abcd", l: 180, TimeUnit.);  
}
```

	HOURS	TimeUnit
	SECONDS	TimeUnit
	DAYS	TimeUnit
	valueOf(String name)	TimeUnit
	MICROSECONDS	TimeUnit
	MILLISECONDS	TimeUnit
	MINUTES	TimeUnit
	NANOSECONDS	TimeUnit
	values()	TimeUnit[]
	valueOf(Class<T> enumType, String name)	T
	class	

Dot, space and some other keys will also close this lookup and be inserted into editor [>>](#)

