服务端如何解决用户频繁请求：比如用户3s内不能多次请求（提现）。

思路：将用户提现请求缓存，过期时间设置为3秒，如果缓存未过期，则直接驳回请求，否则接受请求并处理。

```go
// 房间申请提现钻石
func (obj *UserExtObj) RoomWithdrawDiamand(ctx context.Context, req *pb.RoomWithdrawDiamandReq) (*pb.RoomWithdrawDiamandRes, error) {
    appzaplog.Info("UserServer client request RoomWithdrawDiamand")
    playerId, err := GetUID(ctx)
    if err != nil {
        appzaplog.Error("UserServer invalid user", zap.Error(err))
        return nil, errors.ErrUserKeyExpired
    }

    cachePlayerId := cache.GetPlayerId(playerId)
    if cachePlayerId > 0 {
        appzaplog.Info("UserServer Request frequency", zap.Any("PlayerId", playerId))
        return nil, errors.ErrUserFail
    }
    cache.SetPlayerId(playerId)

    player := GetPlayer(playerId)
    ... ...
    return &pb.RoomWithdrawDiamandRes{}, err
}


func SetPlayerId(playerId int64) {
    key := fmt.Sprintf(WITHDRAW_LIMIT, playerId)
    redisClient.Set(key, playerId, time.Second * 3)
}
```