Zuul配置

一般的,我们如果使用Spring Cloud Zuul 进行路由配置,类似于下面的样子:

```
zuul:
  routes:
    users:
    path: /myusers/**
    stripPrefix: false
```

当我们要新增或者改变一个网关路由时,我们不得不停止网关服务,修改配置文件,保存再重新启动网关服务,这样才能让我们新的设置生效。设想一样,如果是在生产环境,为了一个小小的路由变更,这样的停止再重启恐怕谁也受不了吧。接下来,看看我们怎么能做到动态配置网关路由,让网关路由配置在服务不需要重启的情况生效。 (废话一堆啊)

在mysql中创建路由信息表,对于类如下:

```
public static class ZuulRouteVO {
        ^{st} The ID of the route (the same as its map key by default).
        private String id;
        * The path (pattern) for the route, e.g. /foo/**.
        private String path;
        /**
        \ensuremath{^{*}} The service ID (if any) to map to this route. You can specify a physical URL or
        * a service, but not both.
        private String serviceId;
        * A full physical URL to map to the route. An alternative is to use a service ID
         \ensuremath{^{*}} and service discovery to find the physical address.
        private String url;
        * Flag to determine whether the prefix for this route (the path, minus pattern
         \ensuremath{^{*}} patcher) should be stripped before forwarding.
        private boolean stripPrefix = true;
        \ensuremath{^{*}} Flag to indicate that this route should be retryable (if supported). Generally
         * retry requires a service ID and ribbon.
        private Boolean retryable;
        private Boolean enabled;
        public String getId() {
          return id;
        public void setId(String id) {
           this.id = id;
        public String getPath() {
           return path;
        public void setPath(String path) {
           this.path = path;
        public String getServiceId() {
           return serviceId;
```

```
public void setServiceId(String serviceId) {
       this.serviceId = serviceId;
   public String getUrl() {
      return url;
   public void setUrl(String url) {
       this.url = url;
   public boolean isStripPrefix() {
       return stripPrefix;
   public void setStripPrefix(boolean stripPrefix) {
       this.stripPrefix = stripPrefix;
   public Boolean getRetryable() {
      return retryable;
   public void setRetryable(Boolean retryable) {
       this.retryable = retryable;
   public Boolean getEnabled() {
       return enabled;
   public void setEnabled(Boolean enabled) {
       this.enabled = enabled;
}
```

定义CustomRouteLocator类

CustomRouteLocator集成SimpleRouteLocator,实现了RefreshableRouteLocator接口

```
public class CustomRouteLocator extends SimpleRouteLocator implements RefreshableRouteLocator {
   public final static Logger logger = LoggerFactory.getLogger(CustomRouteLocator.class);
   private JdbcTemplate jdbcTemplate;
   private ZuulProperties properties;
   public void setJdbcTemplate(JdbcTemplate jdbcTemplate) {
       this.jdbcTemplate = jdbcTemplate;
   \verb"public CustomRouteLocator" (String servletPath, ZuulProperties properties) \{
       super(servletPath, properties);
       this.properties = properties;
       System.out.println(properties.toString());
       logger.info("servletPath:{}", servletPath);
   }
   public void refresh() {
       doRefresh();
   }
   @Override
   protected Map locateRoutes() {
       LinkedHashMap routesMap = new LinkedHashMap<>();
       System.out.println("start " + new Date().toLocaleString());
       //从application.properties中加载路由信息
       routesMap.putAll(super.locateRoutes());
       //从db中加载路由信息
       routesMap.putAll(locateRoutesFromDB());
```

```
//优化一下配置
        LinkedHashMap values = new LinkedHashMap<>();
        for (Map.Entry entry : routesMap.entrySet()) {
            String path = entry.getKey();
            System.out.println(path);
            // Prepend with slash if not already present.
            if (!path.startsWith("/")) {
                path = "/" + path;
            if (StringUtils.hasText(this.properties.getPrefix())) {
               path = this.properties.getPrefix() + path;
                if (!path.startsWith("/")) {
                    path = "/" + path;
            values.put(path, entry.getValue());
        return values;
    }
    private Map locateRoutesFromDB() {
        Map routes = new LinkedHashMap<>();
        List results = jdbcTemplate.query("select * from gateway_api_define where enabled = true ", new
                BeanPropertyRowMapper<>(ZuulRouteVO.class));
        for (ZuulRouteVO result : results) {
           if (StringUtils.isEmpty(result.getPath()) ) {
                continue;
             if (StringUtils.isEmpty(result.getServiceId()) \& StringUtils.isEmpty(result.getUrl())) \ \{ (StringUtils.isEmpty(result.getUrl())) \} \} 
            ZuulProperties.ZuulRoute zuulRoute = new ZuulProperties.ZuulRoute();
            try {
                BeanUtils.copyProperties(result, zuulRoute);
            } catch (Exception e) {
                logger.error("=======load zuul route info from db with error=======", e);
            routes.put(zuulRoute.getPath(), zuulRoute);
        return routes:
   }
}
```

主要的是locateRoutes和locateRoutesFromDB这两个函数,locateRoutes是从SimpleRouteLocator Override过来的,先装载配置文件里面的路由信息,在从数据库里面获取路由信息,最后都是保存在SimpleRoteLocator 的AtomicReference<Map<String,ZuulRoute>>routes属性中,注意routes是类型,它是可以保证线程俺去的。

增加CustomZuulConfig类,主要是为了配置CustomRouteLocator

```
@Configuration
public class CustomZuulConfig {
    @Autowired
    ZuulProperties zuulProperties;
    @Autowired
    ServerProperties server;
    @Autowired
    JdbcTemplate jdbcTemplate;

@Bean
public CustomRouteLocator routeLocator() {
        CustomRouteLocator routeLocator = new CustomRouteLocator(this.server.getServlet().getPath(), this.zuulProperties);
        routeLocator.setJdbcTemplate(jdbcTemplate);
        return routeLocator;
    }
}
```

CustomerRouteLocator 去数据库获取路由配置信息,需要一个JdbcTemplate Bean。this.zuulProperties 就是配置文件里面的路由配置,应该是网关服务启动时自动就获取过来的。

RefreshRouteService类,用于实现数据库路由信息的刷新

```
@Service
public class RefreshRouteService {
```

```
@Autowired
ApplicationEventPublisher publisher;

@Autowired
RouteLocator routeLocator;

public void refreshRoute() {
    RoutesRefreshedEvent routesRefreshedEvent = new RoutesRefreshedEvent(routeLocator);
    publisher.publishEvent(routesRefreshedEvent);
}
```

当然也要提供RefreshController,提供从浏览器访问的刷新功能

```
@RestController
public class RefreshController {
   @Autowired
   RefreshRouteService refreshRouteService;
   @Autowired
   ZuulHandlerMapping zuulHandlerMapping;
   @GetMapping("/refreshRoute")
   public String refresh() {
       refreshRouteService.refreshRoute();
       return "refresh success";
   @RequestMapping("/watchRoute")
   public Object watchNowRoute() {
       //可以用debug模式看里面具体是什么
       return zuulHandlerMapping.getHandlerMap();
   }
}
```

面两个实现的功能是,在数据库里面新增或者修改路由信息,通过上面的功能进行刷新。

问题

网关服务跑起来了,也能实现正常的路由功能。但是,等等,查看日志,发现每隔**30**秒,服务自动从数据库再次加载路由配置,这是为什么呢?

这个问题在于ZuulRefreshListener 这个类,这个类j实现了ApplicationListener 接口,监听系统的Event,然后进行刷新。

让我们来更改这个类的代码:

```
private \ static \ class \ ZuulRefreshListener \ implements \ ApplicationListener \ \{ \\
       @Autowired
       private ZuulHandlerMapping zuulHandlerMapping;
       private HeartbeatMonitor heartbeatMonitor;
        private ZuulRefreshListener() {
            this.heartbeatMonitor = new HeartbeatMonitor();
       @Override
        public void onApplicationEvent(ApplicationEvent event) {
            if (!(event instanceof ContextRefreshedEvent) && !(event instanceof RefreshScopeRefreshedEvent)
                   && !(event instanceof RoutesRefreshedEvent) && !(event instanceof InstanceRegisteredEvent)) {
                if (event instanceof ParentHeartbeatEvent) {
                    ParentHeartbeatEvent e = (ParentHeartbeatEvent)event;
                    this.resetIfNeeded(e.getValue());
                } else if (event instanceof HeartbeatEvent) {
                    HeartbeatEvent e = (HeartbeatEvent)event;
                    this.resetIfNeeded(e.getValue());
            } else {
                 * 原来代码
```

```
* this.reset();
                      if ((event instanceof ContextRefreshedEvent) || (event instanceof RefreshScopeRefreshedEvent)
                                    || (event instanceof RoutesRefreshedEvent)) {
                                 \quad \hbox{if (event instanceof ContextRefreshedEvent) } \{\\
                                            ContextRefreshedEvent contextRefreshedEvent = (ContextRefreshedEvent) event;
                                            ApplicationContext context = contextRefreshedEvent.getApplicationContext();
                                            String eventClassName = context.getClass().getName();
                                             * 为了服务启动只执行一次从数据库里面获取路由信息,这儿进行判断
                                            if \ (event Class Name. equals ("org.spring framework.context.annotation. Annotation Config Application Context")) \ \{ (event Class Name. equals ("org.spring framework.context.annotation. Annotation Config Application Context")) \ \{ (event Class Name. equals ("org.spring framework.context.annotation. Annotation Config Application Context")) \ \{ (event Class Name. equals ("org.spring framework.context.annotation. Annotation Config Application Context")) \ \{ (event Class Name. equals ("org.spring framework.context.annotation. Annotation Config Application Context")) \ \{ (event Class Name. equals ("org.spring framework.context.annotation. Annotation Config Application Context")) \ \{ (event Class Name. equals ("org.spring framework.context.annotation. Annotation Config Application Context")) \ \{ (event Class Name. equals ("org.spring framework.context.annotation. Annotation Config Application Context.annotation. Annotation. Annota
                                                      this.reset();
                                            }
                                } else {
                                          this.reset();
                     }
           }
}
private void resetIfNeeded(Object value) {
            * 发送监控心态信息接收到注册服务中心的数据后,只更新心态的相关信息,不再从新load整个路由
             * 原来是从新load路由信息,可以把新注册的服务都动态load进来。
             * 现在要求新的服务的路由在数据库里面配置。
             * 否则的话每30秒发送心态检测,就会更新一次路由信息,没有必要
           if (!this.heartbeatMonitor.update(value)) {
                     return;
           /* 原来代码
           if (this.heartbeatMonitor.update(value)) {
                    this.reset();
}
```