```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.Networking;
using LitJson;

public class PhoneAdressM
{

    public string phoneNub;

    public string city;

    public string company;

}



public class TestPhoneAdress : MonoBehaviour
{

    PhoneAdressM myM;


    Text phoneCity;

    Text phoneComapany;

    // Start is called before the first frame update
    void Start()
    {
        //M 层
        myM = new PhoneAdressM();
```

```csharp
        InputField  phoneNub=  transform.Find("Phone").GetComponent<InputField>
();


        phoneNub.onEndEdit.AddListener((nub)=> {


            myM.phoneNub = nub;


        });



        //点击查询按钮 去申请网络数据
    Button  tmpBtn=  transform.Find("Check").GetComponent<Button>();


        tmpBtn.onClick.AddListener(()=> {


            string url = string.Format("http://apis.juhe.cn/mobile/get?phone=
{0}&key={1}", myM.phoneNub, "98d6b74e1d11149fd1fb314d73eaf37d");


            StartCoroutine(SendGet(url));


        });


        phoneCity = transform.Find("City/PhoneCity").GetComponent<Text>();


        phoneComapany =
transform.Find("Company/PhoneCompany").GetComponent<Text>();


    }


    //刷新界面上的数据
    public  void  RefrushUI()
    {
```

```csharp
            phoneCity.text = myM.city;


            phoneComapany.text = myM.company;



    }


     IEnumerator   SendGet(string url)
    {
        UnityWebRequest tmpRequest = UnityWebRequest.Get(url);


        yield return tmpRequest.SendWebRequest();


        if(string.IsNullOrEmpty(tmpRequest.error))
        {
            //拿到正确的数据


           JsonData   result=
JsonMapper.ToObject(tmpRequest.downloadHandler.text);


            if( int.Parse(result["resultcode"].ToString())==200)
            {
                myM.city = result["result"]["city"].ToString();


                myM.company = result["result"]["company"].ToString();


                //获取到数据   刷新界面
                RefrushUI();



            }
            else
            {
                Debug.Log(result["reason"]);
```

```csharp
            }



        }
        else
        {
            Debug.Log(tmpRequest.error);
        }



    }


    // Update is called once per frame
    void Update()
    {

    }
}
```