Flutter: 使用 `Completer` 实现自定义 任务队列

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flutter 实现自定义任务队列,先进先出,执行完 一个任务再迭代下一个任务。

使用场景:

• 队列耗时任务执行

直接上代码:

```
import 'dart:async';

typedef TaskCallback = void Function(bool success, dynamic result);
typedef TaskFutureFuc = Future Function();

///队列任务, 先进先出, 一个个执行
class TaskQueueUtils {
  bool _isTaskRunning = false;
  List<TaskItem> _taskList = [];

  bool get isTaskRunning => _isTaskRunning;

Future addTask(TaskFutureFuc futureFunc, {dynamic param})
{
    Completer completer = Completer();
    TaskItem taskItem = TaskItem(
    futureFunc,
```

```
(success, result) {
      if (success) {
        completer.complete(result);
     } else {
        completer.completeError(result);
      _taskList.removeAt(0);
      _isTaskRunning = false;
     //递归任务
     _doTask();
   },
  );
  _taskList.add(taskItem);
  _doTask();
  return completer.future;
}
Future<void> _doTask() async {
  if (_isTaskRunning) return;
  if (_taskList.isEmpty) return;
  //获取先进入的任务
  TaskItem task = _taskList[0];
  _isTaskRunning = true;
  try {
    //执行任务
    var result = await task.futureFun();
    //完成任务
    task.callback(true, result);
  } catch (_) {
    task.callback(false, _.toString());
}
```

```
///任务封装
class TaskItem {
  final TaskFutureFuc futureFun;
  final TaskCallback callback;

const TaskItem(
   this.futureFun,
   this.callback,
 );
}
```

使用方式:

```
main() {
 Future task1() {
   return Future(() async {
     print("start task1");
     await Future.delayed(Duration(seconds: 3));
     return "end task1";
   });
 Future task2() {
   return Future(() async {
     print("start task2");
     await Future.delayed(Duration(seconds: 1));
     return "end task2";
   });
 }
 TaskQueueUtils queueUtils = TaskQueueUtils();
 queueUtils.addTask(task1).then((result) {
   print(result);
```

```
return Future.value(result);
});
queueUtils.addTask(task2).then((result) {
   print(result);
   return Future.value(result);
});
}
```

task1, task2 为模拟的耗时任务。

打印结果如下:

```
start task1
end task1
start task2
end task2
```