Flutter(十一)JSON转Model

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Flutter如何JSON转 Model

在开发中,服务端通常给我们返回的是 JSON数据,我们需要将 JSON数据转成我们的模型对象来使用。

在Flutter中,有几种JSON转模型的方式,我们还是以豆瓣为例,来进行一个演练;

一. 豆瓣数据

这里我们使用豆瓣的请求地址:

https://douban.uieee.com/v2/movie/top250?
 start=0&count=20

在浏览器中请求, 获取到的数据如下:

• 注意:这里我使用了一个格式化插件:FeHelper,所以 结构看起来很清晰

```
☑ FeHelper   ②自动解码 排序:默认③ 升序○ 降序○   乱码修正   元数据 折叠所有 下载JSON
    "count": 20,
    "start": 0,
    "total": 250.
   "subjects": [
    V (
              "max": 10,
             "average": 9.7,
           w "details": {
                 "1": 1513,
                 "2": 1239,
                 "3": 20282
                 "4": 205077
                *5*: 1300330
              "stars": "50",
              "min": 0
          "genres": [
              "犯罪",
             "剧情"
           "title": "尚申克的救赎",
          "casts": [
              w "avatars": {
                    "small": "https://img9.doubanio.com/view/celebrity/s ratio celebrity/public/pl7525.webp",
                    "large": "https://img9.doubanio.com/view/celebrity/s_ratio_celebrity/public/p17525.webp",
                    "medium": "https://img9.doubanio.com/view/celebrity/s_ratio_celebrity/public/p17525.webp
                 "name": "帮姆·罗宾斯",
                 "alt": "https://movie.douban.com/celebrity/1054521/",
                "id": "1054521"
              ▼ "avatars": {
                    "small": "https://img3.doubanio.com/view/celebrity/s_ratio_celebrity/public/p34642.webp",
                    "large": "https://img3.doubanio.com/view/celebrity/s_ratio_celebrity/public/p34642.webp",
                    "medium": "https://img3.doubanio.com/view/celebrity/s_ratio_celebrity/public/p34642.webp"
                                                                                                              coderwhy
                 "name": "摩根·弗里曼",
```

图片

这个数据还是比较复杂的:

- 如果我们希望在Flutter代码中使用,直接将JSON转成 Map来使用也可以,但是非常麻烦,而且类型会不容易 确定,并且不安全;
- 所以对于面向对象开发的语言,我们通常都会将它转成模型对象,之后使用一个个模型对象;

我们一起来探究一下,目前 Flutter 中比较常见的将 JSON 转成模型的方式。

二. 手动转化

JSON转模型、必然可以通过手动来进行转化:

- 优点:完全是自己可控的,并且需要哪些字段就转化哪些字段,对于不需要的,忽略即可;并且继承关系也会一目了然
- 缺点: 麻烦, 并且容易出错;

下面是我之前针对上面的数据,写的 JSON转 Model 的模型 类:

```
class Person {
 String name;
 String avatarURL;
 Person.fromMap(Map<String, dynamic> json) {
    this.name = json["name"];
    this.avatarURL = json["avatars"]["medium"];
 }
class Actor extends Person {
 Actor.fromMap(Map<String, dynamic> json):
super.fromMap(json);
class Director extends Person {
 Director.fromMap(Map<String, dynamic> json):
super.fromMap(json);
int counter = 1;
class MovieItem {
```

```
int rank;
 String imageURL;
 String title;
 String playDate;
 double rating;
 List<String> genres;
 List<Actor> casts;
 Director director;
 String originalTitle;
 MovieItem.fromMap(Map<String, dynamic> json) {
   this.rank = counter++;
   this.imageURL = json["images"]["medium"];
   this.title = json["title"];
   this.playDate = json["year"];
   this.rating = json["rating"]["average"];
   this.genres = json["genres"].cast<String>();
   this.casts = (json["casts"] as
List<dynamic>).map((item) {
   return Actor.fromMap(item);
   }).toList();
   this.director = Director.fromMap(json["directors"][0]);
   this.originalTitle = json["original_title"];
 }
```

三. json_serializable

json_serializable 是 dart 官方推荐和提供的 JSON转 Model 的方式:

一个自动化源代码生成器来为你生成 JSON 序列化数据模板;

由于序列化数据代码不再需要手动编写或者维护,你可 以将序列化 JSON 数据在运行时的异常风险降到最低;

第一步:添加相关的依赖

依赖分为<mark>项目依赖</mark>(dependencies),<mark>开发依赖</mark> (dev_dependencies) :

注意: 需要执行 flutter pub get 确保我们的项目中有这 些依赖

```
dependencies:
  json_annotation: ^3.0.1
dev_dependencies:
 json_serializable: ^3.2.5
                            ison serializable: ^6.2.0
 build_runner: ^1.8.0
                            build_runner: ^2.0.0
```

第二步:以json_serializable的方式创建模型类

这里不以豆瓣数据为例,以<mark>一个简单的Json数据作为例子</mark>

```
final jsonInfo = {
   "nickname": "coderwhy",
   "level": 18,
   "courses": ["语文", "数学", "英语"],
   "register_date": "2222-2-22",
   "computer": {
     "brand": "MackBook",
     "price": 1000
```

创建对应的模型(以 ison serializable 的方式, 创建完成后

1. 准备 JSON 文件:首先 在项目的 根目录中创 建 assets 文 件夹。在您 的 assets 文 件夹中放置 的 JSON 文 件(例如 data.json)。 2. 更新 Pubspec.yaml : pubspec. yaml 文件是 您声明项目 的依赖项和 资产的位置 。打开 pubspec. yaml 文件并 进行以下更 改: flutter: assets:

- assets/ data.json

代码是报错的)

- 1.part 'user.g.dart'
- 这个是之后 json_serializable 会自动帮助我们生成的文件
- 2.JsonSerializable()
- 注解:告诉json_serializable哪一个类需要进行转换
- 3.JsonKey
- 当映射关系不一样时,可以指定映射关系
- 4.另外,这里必须有我们的构造方法
- 5.需要有对应的工厂构造器
- UserToJson(this) 调用的该方法目前会报错,需要 json_serializable来生成
- 6.toString方法不是必须的,是待会儿进行测试的

User类的代码:

```
import 'package:json_annotation/json_annotation.dart';
import 'model/computer.dart';
part 'user.g.dart';
@JsonSerializable()
class User {
 String name;
 String email;
 @JsonKey(name: "register_date")
 String registerDate;
 List<String> courses;
  Computer computer;
 User(this.name, this.email, this.registerDate,
this.courses, this.computer);
 factory User.fromJson(Map<String, dynamic> json) =>
_$UserFromJson(json);
 Map<String, dynamic> toJson() => _$UserToJson(this);
 @override
 String toString() {
    return 'User{name: $name, email: $email, registerDate:
$registerDate, courses: $courses, computer: $computer}';
 }
```

Computer 类的代码:

```
import 'package:json_annotation/json_annotation.dart';
```

```
part 'computer.g.dart';

@JsonSerializable()
class Computer {
   String brand;
   double price;

   Computer(this.brand, this.price);

   factory Computer.fromJson(Map<String, dynamic> json) =>
   _$ComputerFromJson(json);
   Map<String, dynamic> toJson() => _$ComputerToJson(this);

   @override
   String toString() {
      return 'Computer{brand: $brand, price: $price}';
   }
}
```

第三步: 生成 JSON 序列化代码

在项目终端运行下面的指令:

• 该指令是生成一次 JSON 序列化的代码

```
flutter pub run build_runner build
```

或运行下面的指令:

• 会监听文件的改变,<mark>重新生成 JSON 序列化的代码</mark>

flutter pub run build_runner watch

第四步:测试代码

```
final jsonInfo = {
    "nickname": "coderwhy",
    "level": 18,
    "courses": ["语文", "数学", "英语"],
    "register_date": "2222-2-22",
    "computer": {
        "brand": "MackBook",
        "price": 1000
    }
};

final user = User.fromJson(jsonInfo);
print(user);
```

更多资料,请查看下面的资源:

- dart:convert 和 JsonCodec 文档
- Pub 中的 json_serializable package
- GitHub 中的 json_serializable 例子

四. 网页转换

目前有一些<mark>网页</mark>,可以直接<mark>将 JSON 转成 Model</mark>

- 网页推荐:
 - 1.https://javiercbk.github.io/json_to_dart/(已无法打
 - 开) 直接将JSON转成Model类型
 - 2.https://app.quicktype.io

我们这里以网页版本为例,非常简单:

- 注意:可能因为豆瓣的数据过于复杂,所以在生成的时候发现少了一个 Directors 类
- · 这里我重新复制对应的JSON,再次生成了一下

```
JSON
                                                           class MovieItem {
                                                             Rating rating;
  67
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                                                             List<String> genres;
                                                             String title:
                                                             List<Casts> casts;
                                                             List<String> durations;
                                                             int collectCount;
                                                             String mainlandPubdate;
           ],
"pubdates": [
                                                             bool hasVideo;
                                                             String originalTitle;
                "1994-09-10(多伦多电影节)", "1994-10-14(美国)"
                                                             String subtype;
            ],
"year": "1994",
"mages": {
    "small": "https://img3.doubanio
    "large": "https://img3.doubanio
    "medium": "https://img3.doubani
                                                             List<Directors> directors;
                                                             List<String> pubdates;
                                                             String year;
                                                             Avatars images;
                                                             String alt;
            },
"alt": "https://movie.douban.com/sul
"id": "1292052"
                                                             String id;
                                                             MovieItem(
                                                                   {this.rating,
                                                                   this.genres,
                                                                   this.title,
                                                                  this.casts.
 Generate Dart Use private fields
                                                                   this.durations,
                                                                   this.collectCount,
 Copy Dart code to clipboard
                                                                   this.mainlandPubdate.
                                                                   this.hasVideo,
                                                                   this.originalTitle,
                                                                                                                                                   Coderwhy
                                                                   this.subtype,
                                                                   this.directors.
                                                                   this.pubdates.
```

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```
class MovieItem {
  Rating rating;
  List<String> genres;
  String title;
  List<Casts> casts;
  List<String> durations;
  int collectCount;
  String mainlandPubdate;
  bool hasVideo;
  String originalTitle;
  String subtype;
  List<Directors> directors;
  List<String> pubdates;
  String year;
  Avatars images;
```

```
String alt;
 String id;
 MovieItem(
      {this.rating,
        this.genres,
        this.title,
        this.casts,
        this.durations,
        this.collectCount,
        this.mainlandPubdate,
        this.hasVideo,
        this.originalTitle,
        this.subtype,
        this.directors,
        this.pubdates,
        this.year,
        this.images,
        this.alt,
        this.id});
 MovieItem.fromJson(Map<String, dynamic> json) {
    rating =
    json['rating'] != null ? new
Rating.fromJson(json['rating']) : null;
    genres = json['genres'].cast<String>();
    title = json['title'];
    if (json['casts'] != null) {
      casts = new List<Casts>();
      json['casts'].forEach((v) {
        casts.add(new Casts.fromJson(v));
     });
    durations = json['durations'].cast<String>();
```

```
collectCount = json['collect_count'];
    mainlandPubdate = json['mainland_pubdate'];
    hasVideo = json['has_video'];
    originalTitle = json['original_title'];
    subtype = json['subtype'];
    if (json['directors'] != null) {
      directors = new List<Directors>();
     json['directors'].forEach((v) {
       directors.add(new Directors.fromJson(v));
     });
    pubdates = json['pubdates'].cast<String>();
   year = json['year'];
    images =
    json['images'] != null ? new
Avatars.fromJson(json['images']) : null;
    alt = json['alt'];
    id = json['id'];
 }
 Map<String, dynamic> toJson() {
    final Map<String, dynamic> data = new Map<String,</pre>
dynamic>();
    if (this.rating != null) {
      data['rating'] = this.rating.toJson();
    data['genres'] = this.genres;
    data['title'] = this.title;
    if (this.casts != null) {
      data['casts'] = this.casts.map((v) =>
v.toJson()).toList();
    }
    data['durations'] = this.durations;
    data['collect_count'] = this.collectCount;
```

```
data['mainland_pubdate'] = this.mainlandPubdate;
   data['has_video'] = this.hasVideo;
   data['original_title'] = this.originalTitle;
   data['subtype'] = this.subtype;
   if (this.directors != null) {
     data['directors'] = this.directors.map((v) =>
v.toJson()).toList();
   data['pubdates'] = this.pubdates;
   data['year'] = this.year;
   if (this.images != null) {
     data['images'] = this.images.toJson();
   data['alt'] = this.alt;
   data['id'] = this.id;
   return data;
 }
class Rating {
 int max;
 double average;
 Details details;
 String stars;
 int min;
 Rating({this.max, this.average, this.details, this.stars,
this.min});
 Rating.fromJson(Map<String, dynamic> json) {
   max = json['max'];
   average = json['average'];
   details =
   json['details'] != null ? new
```

```
Details.fromJson(json['details']) : null;
    stars = json['stars'];
   min = json['min'];
 }
 Map<String, dynamic> toJson() {
    final Map<String, dynamic> data = new Map<String,</pre>
dynamic>();
    data['max'] = this.max;
    data['average'] = this.average;
   if (this.details != null) {
      data['details'] = this.details.toJson();
    data['stars'] = this.stars;
    data['min'] = this.min;
    return data;
 }
class Details {
 int i1;
 int i2;
 int i3;
 int i4;
 int i5;
 Details({this.i1, this.i2, this.i3, this.i4, this.i5});
 Details.fromJson(Map<String, dynamic> json) {
   i1 = json['1'];
   i2 = json['2'];
   i3 = json['3'];
   i4 = json['4'];
   i5 = json['5'];
```

```
Map<String, dynamic> toJson() {
    final Map<String, dynamic> data = new Map<String,</pre>
dynamic>();
    data['1'] = this.i1;
    data['2'] = this.i2;
   data['3'] = this.i3;
   data['4'] = this.i4;
    data['5'] = this.i5;
    return data;
 }
class Casts {
 Avatars avatars;
 String nameEn;
 String name;
 String alt;
 String id;
 Casts({this.avatars, this.nameEn, this.name, this.alt,
this.id});
 Casts.fromJson(Map<String, dynamic> json) {
    avatars =
    json['avatars'] != null ? new
Avatars.fromJson(json['avatars']) : null;
    nameEn = json['name_en'];
   name = json['name'];
   alt = json['alt'];
   id = json['id'];
 }
```

```
Map<String, dynamic> toJson() {
   final Map<String, dynamic> data = new Map<String,</pre>
dynamic>();
   if (this.avatars != null) {
      data['avatars'] = this.avatars.toJson();
   data['name_en'] = this.nameEn;
   data['name'] = this.name;
   data['alt'] = this.alt;
   data['id'] = this.id;
    return data;
 }
class Directors {
 Avatars avatars;
 String nameEn;
 String name;
 String alt;
 String id;
 Directors({this.avatars, this.nameEn, this.name,
this.alt, this.id});
 Directors.fromJson(Map<String, dynamic> json) {
    avatars =
   json['avatars'] != null ? new
Avatars.fromJson(json['avatars']) : null;
   nameEn = json['name_en'];
   name = json['name'];
   alt = json['alt'];
   id = json['id'];
 }
```

```
Map<String, dynamic> toJson() {
   final Map<String, dynamic> data = new Map<String,</pre>
dynamic>();
   if (this.avatars != null) {
      data['avatars'] = this.avatars.toJson();
   data['name_en'] = this.nameEn;
   data['name'] = this.name;
   data['alt'] = this.alt;
   data['id'] = this.id;
    return data;
 }
class Avatars {
 String small;
 String large;
 String medium;
 Avatars({this.small, this.large, this.medium});
 Avatars.fromJson(Map<String, dynamic> json) {
   small = json['small'];
   large = json['large'];
   medium = json['medium'];
 }
 Map<String, dynamic> toJson() {
   final Map<String, dynamic> data = new Map<String,</pre>
dynamic>();
   data['small'] = this.small;
   data['large'] = this.large;
   data['medium'] = this.medium;
   return data:
```

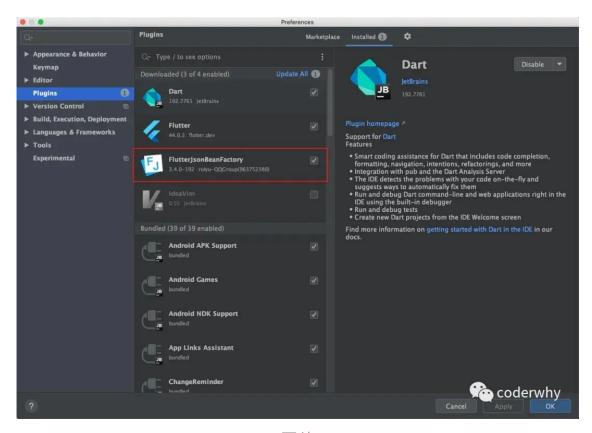
} }

五. 编辑器插件

目前也有一些 AndroidStudio 或者 VSCode 的插件,来帮助我们直接将 JSON生成对应的 Model

- VSCode目前没有找到比较好用的插件推荐
- Android Studio 推荐 FlutterJsonBeanFactory

第一步: 安装插件 这个插件搜不到



图片

第二步: 创建模型

右键新建文件:



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给类起一个名字、并且将JSON复制过去

第三步: 使用生成的模型

创建完成后会<mark>生成对应的模型</mark>,并且还会<mark>生成一个文件夹</mark>, 里面<mark>有生成模型过程的代码</mark>

• 这里不再给出,代码都是相似的