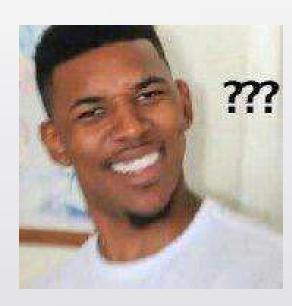
基于网络API的 音乐下载器的实现

讲述人: 黄晓阳

学号: 2015300005

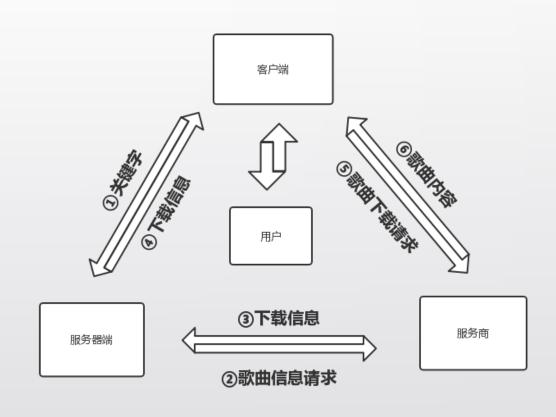
遇到的问题:





实现流程:

- 1、客户端向服务器发送关键字
- 2、服务器向API接口请求歌曲信息
- 3、服务商向服务器发送下载信息
- 4、服务器向客户端回传下载信息
- 5、客户端收到数据并向用户展示结果
- 6、用户将结果进行筛选并下载



- •基础知识:
- JSON格式简介
- 网络API简介
- 云服务器简介

- 代码实现:
- 服务器的功能
- 客户端的功能
- 最终结果展示

JSON格式简介(客户端、服务器端、服务商之间的桥)

键值之间用冒号连接,键值对据 思想连接 "name":"Jack", age":18 "friends":["xiaoming", "xiaohong", "xiaogang"]}

同类型的值用中括号括起来

{"name":"Jack","friends":[{"name":"xiaohong","age":17},{"name":"xiaoming","age":18}]}

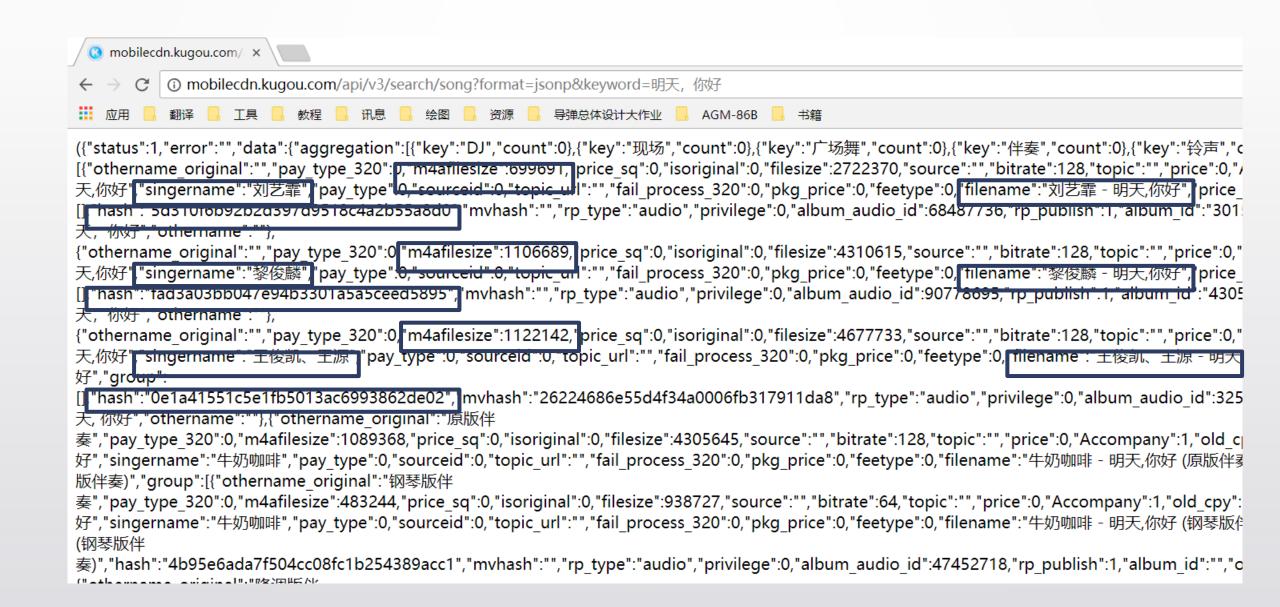
将以上基本规则组合就能够得到复杂的数据包

API接口简介 (服务器与服务商之间的桥)

以链接形式调用API,根据 参数不同返回不同的结果



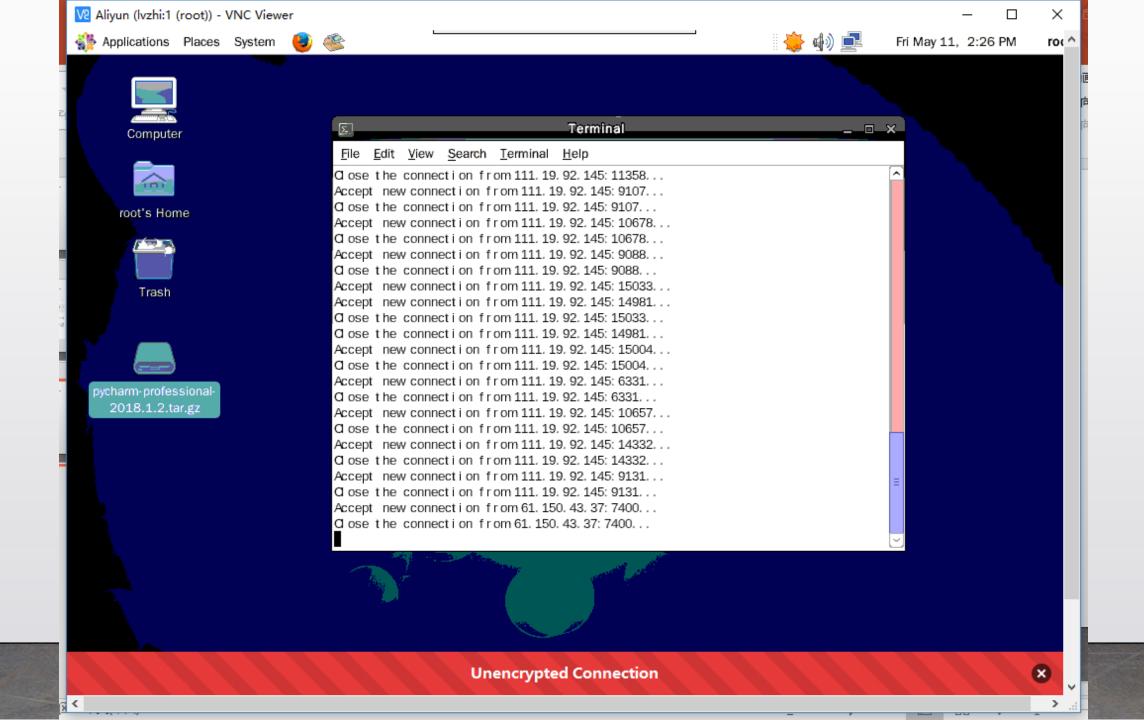
{"date": 20180511", "message": "Success !", "status": 200, "city": "四安", "count": 179, "data":
{"shidu": "95%", "pm25": 35.0, "pm10": 53.0, "quality": "良", "wendu": "15", "gammao": "极少数敏感人群应减少户外活动", "yesterday": {"date": "10日星期四", "sumrise": "05: 48", "high": "高温 22.0°C", "low": "低温 15.0°C", "sunset": "19: 35", "aqi": 85.0, "fx": "东北风", "f1": "<3级", "type": "小雨", "notice": "雨星小,注意保暖别感冒"}, "forecast": [{"date": "11日星期五", "sumrise": "05: 47", "high": "高温 23.0°C", "low": "低温 12.0°C", "sunset": "19: 36", "aqi": 42.0, "fx": "西风", "f1": "3-4级", "type": "小雨", "notice": "雨虽小,注意保暖别感冒"}, {"date": "12日星期六", "sumrise": "05: 46", "high": "高温 29.0°C", "low": "低温 14.0°C", "sunset": "19: 36", "aqi": 63.0, "fx": "多元", "notice": "阴晴之间,谨防紫外线侵扰"}, {"date": "13日星期日", "sumrise": "05: 45", "high": "高温 31.0°C", "low": "低温 17.0°C", "sunset": "19: 37", "aqi": 76.0, "fx": "东北风", "f1": "<3级", "type": "原你拥有比阳光明媚的心情"}, {"date": "14日星期一", "sumrise": "05: 44", "high": "高温 32.0°C", "low": "低温 20.0°C", "sunset": "19: 38", "aqi": 69.0, "fx": "东风", "f1": "<3级", "type": "多云", "notice": "阴晴之间,谨防紫外线侵扰"}, {"date": "15日星期 二", "sunrise": "05: 43", "high": "高温 32.0°C", "low": "低温 21.0°C", "sunset": "19: 39", "aqi": 70.0, "fx": "东南风", "f1": "4-5级", "type": "小雨", "notice": "丽雨、"notice": "丽雨、"notice": "丽雨、"notice": "雨雨小,"f1": "4-5级", "type": "小雨", "notice": "雨泉小,"f1": "4-5级", "typ





IP地址与端口简介 (客户端与云服务器之间的桥)

- IP地址,即对因特网上的每台计算机和其它设备都规定的一种唯一的地址,叫做"IP地址",它保证了用户在连网的计算机上操作时,能够高效而且方便地从千千万万台计算机中选出自己所需的对象。
- TCP/IP协议集成到操作系统的内核中,这就相当于在操作系统中引入了一种新的输入/输出接口技术,因为在TCP/IP协议中引入了一种称之为"Socket(套接字)"应用程序接口,即端口。

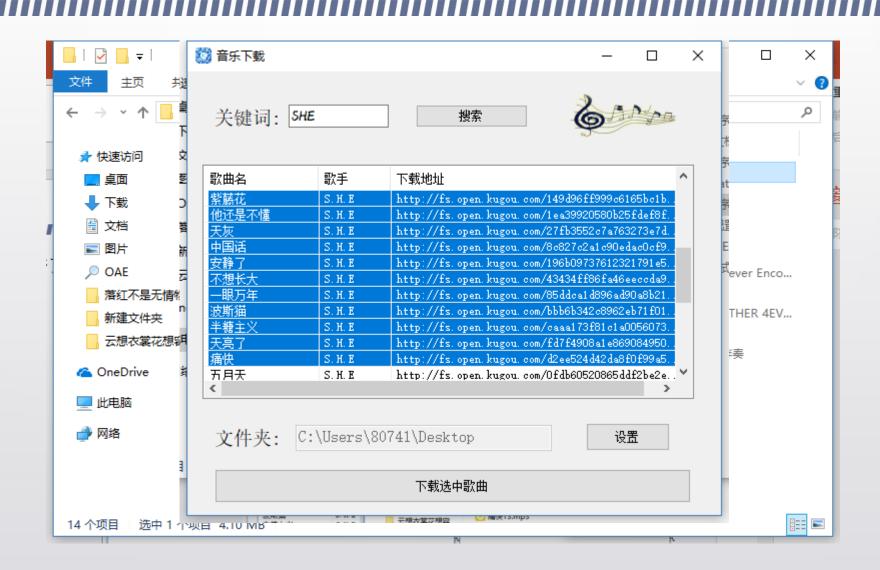


```
try:
   data kugou = requests.get(
       "http://songsearch.kugou.com/song_search_v2?callback=jQuery112402944359877152716_1525743328685&keyword=" +
      songName + "&page=1&pagesize=30&userid=-1&clientver=&platform=WebFilter&tag"
                "=em&filter=2&iscorrection=1&privilege_filte=0&_=1525743328690".
      headers=headers)
                                                                             向服务商api发送请求并
   data_kugou.close()
                                                                             解析获取到的json格式,
   content_kugou = json.loads(data_kugou.text[data_kugou.text.find('(') + 1:-2])
                                                                             从中提取歌曲名、歌手、
   songs kugou = content kugou['data']['lists']
                                                                             下载地址等信息。
   for song kugou in songs kugou:
      data kugou song = requests.get(
          "http://m.kugou.com/app/i/getSongInfo.php?hash=" + song kugou['FileHash'] + "&cmd=playInfo",
          headers=headers)
      data_kugou_song.close()
      content kugou song = json.loads(data kugou song.text)
      songList['kugou'].append(
          {'name': content_kugou_song['songName'], 'singer': content_kugou_song['singerName'],
           'url': content_kugou_song['url']}) 将获得的信息以定义好的jSOn格式添加到数据集中
```

客户端的实现:

- 向用户提供良好的交 互界面
- 针对服务器提供的API 协议,实现与服务器 之间的交互
- 根据获取的歌曲下载 信息对相应的歌曲进 行下载

```
public void search()
   IPAddress ip = IPAddress.Parse("47.95.202.222");
   IPEndPoint point = new IPEndPoint(ip, int.Parse("10251"));
   Socket client = new Socket(AddressFamily, InterNetwork, SocketType, Stream, ProtocolType, Tcp);
   try
      client.Connect(point):
                                     根据已知的IP以及定义好的端口
                                     实现与服务器端的socket连接。
   catch
      MessageBox. Show("链接出错!"):
      Application. Exit();
   byte[] buffer_send = Encoding.UTF8.GetBytes(textBox1.Text);
                                                           与服务器端讲行
   client.Send(buffer_send);
   byte[] buffer_recv = new byte[1024 * 1024];
                                                           通讯获取信息并
   int n = client.Receive(buffer recv);
   String abc = Encoding. UTF8. GetString(buffer_recv, 0, n);
                                                          对获取的信息进
   Class1 package = JsonConvert. DeserializeObject(Class1)(abc);
                                                           行解析。
   MyInvoke mi = new MyInvoke(display);
   this.BeginInvoke(mi, package):
public void download(Object group)
                                        根据获得的歌曲链接进行下载操作
   Class3 GR = (Class3)group;
   WebClient myWebClient = new WebClient();
   myWebClient. DownloadFile(GR. url, path_ + @"\" + GR. name + GR. i + ".mp3");
```



谢谢大家!

A&O