운동, 여행, 취미 매칭 플랫폼

PlayMatch 서버프로그램구현

2팀

서은빈, 문상희, 신현우, 최서연

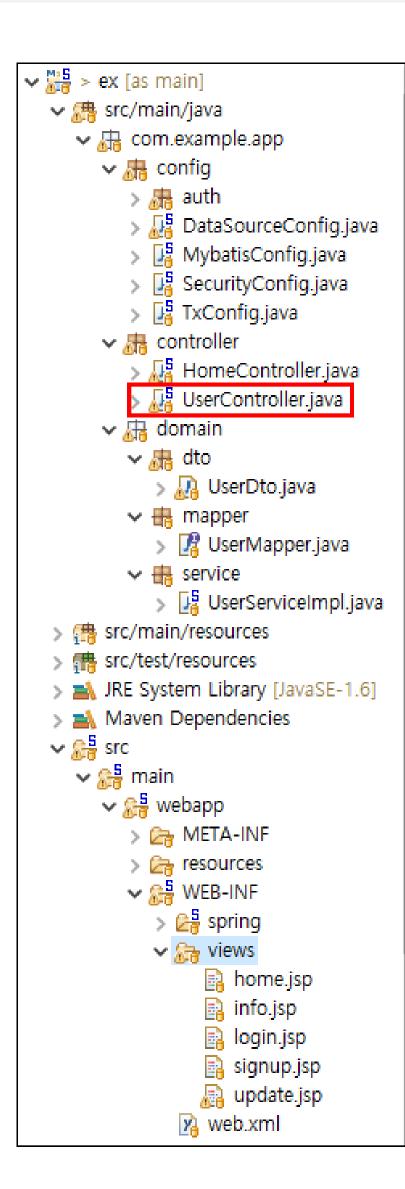
프로젝트 이름

PlayMatch-매칭 플랫폼

페이지

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코드



UserController.java

```
package com.example.app.controller;
import javax.validation.Valid;[]
@Controller
@Slf4j
public class UserController {
    @Autowired
    UserServiceImpl userServiceImpl;
    @GetMapping("/signup")
    public void join() {
        log.info("GET /signup..");
    @PostMapping("/signup")
    public String join_post(@Valid UserDto dto, BindingResult bindingResult, Model model,
            RedirectAttributes redirectAttributes) {
        log.info("POST /signup.." + dto);
        for (FieldError error : bindingResult.getFieldErrors()) {
            log.info("Error Field : " + error.getField() + " Error Msg : " + error.getDefaultMessage());
            model.addAttribute(error.getField(), error.getDefaultMessage());
            return "/signup";
        boolean isJoin = userServiceImpl.userJoin(dto);
        if (isJoin) {
            redirectAttributes.addFlashAttribute("message", "회원가입 성공");
            return "redirect:/login";
        } else {
            return "/signup";
```

PlayMatch-매칭 플랫폼

페이지

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코드

```
√ M25 > ex [as main]

  > 📠 auth
        > 🚂 DataSourceConfig.java
        > 🛂 MybatisConfig.java
        > 🛂 SecurityConfig.java
        > 15 TxConfig.java

✓ 

Æ controller

         > 🚂 HomeController.java
         > 🚂 UserController.java
      > 🛺 UserDto.java
        v 🚜 mapper
          > 🌃 UserMapper.java
        service
          > 🛂 UserServiceImpl.java
  > # src/main/resources
  > # src/test/resources
  > March JRE System Library [JavaSE-1.6]
  > Maven Dependencies
  🗸 💒 main

✓ № webapp

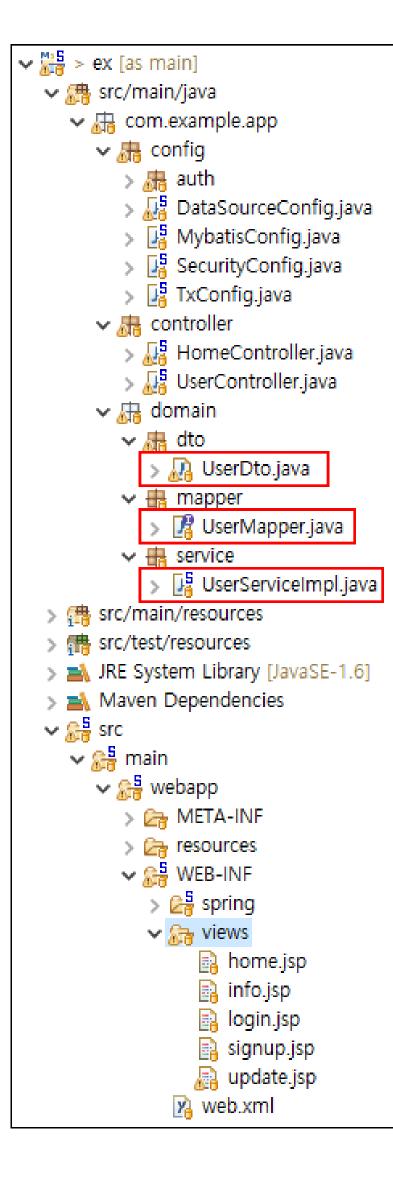
        > 済 META-INF
        > Em resources

✓ № WEB-INF

          > 🔓 spring
          🗸 🛵 views
               home.jsp
               info.jsp
               🔒 login.jsp
               📑 signup.jsp
               🛺 update.jsp
             web.xml
```

```
@GetMapping("/login")
public void login() {
    log.info("GET /login..");
@GetMapping("/remove")
public String remove(@RequestParam(value = "email") String email, RedirectAttributes redirectAttributes) {
    log.info("GET /remove..");
    boolean isLeave = userServiceImpl.userLeave(email);
    if (isLeave) {
       redirectAttributes.addFlashAttribute("message", "회원탈퇴 성공");
        return "redirect:/login";
    } else {
        return "/";
@GetMapping("/update")
public void update() {
    log.info("GET /update..");
@PostMapping("/update")
public String update_post(@Valid UserDto dto, BindingResult bindingResult, Model model, RedirectAttributes redirectAttributes) {
    log.info("POST /update.." + dto);
    boolean isUpdate = userServiceImpl.userUpdate(dto);
    UserDto userDto = userServiceImpl.userSelect(dto.getEmail());
    if (isUpdate) {
        model.addAttribute("userDTO", userDto);
        return "/info";
   } else {
        return "/";
@GetMapping("/user")
public void user(Model model) {
   Authentication authentication = SecurityContextHolder.getContext().getAuthentication();
    log.info("Value : " + authentication.getName());
    log.info("Value : " + authentication.getAuthorities());
    model.addAttribute("username", authentication.getName());
    model.addAttribute("auth", authentication);
```

코드



UserDto

```
package com.example.app.domain.dto;

import java.time.LocalDate;

@Data
@Data
@NoArgsConstructor
@AllArgsConstructor
@Builder
public class UserDto {
   private String email;
   private String name;
   private String nickname;

@NotBlank(message="password 를 입력하세요")
   private String role;

Private String role;

Private String role;
```

UserMapper

```
package com.example.app.domain.mapper;

import org.apache.ibatis.annotations.Delete;

mapper
public interface UserMapper {

    @Insert(value = "insert into user_tbl values(#{email},#{name},#{nickname},#{password},#{role})")
    public int insert(UserDto userDto);

    @Select(value = "select * from user_tbl where email = #{email}")
    public UserDto selectAt(String username);

    @Delete(value = "delete from user_tbl where email = #{email}")
    public int delete(String email);

    @Update(value = "update user_tbl set name=#{name}, nickname=#{nickname} where email = #{email}")
    public int update(UserDto userDto);
}
```

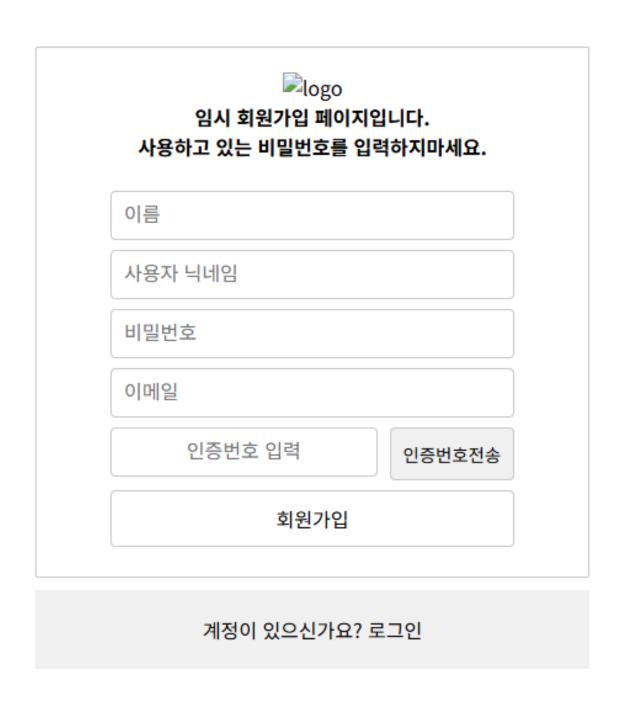
UserServiceImpl

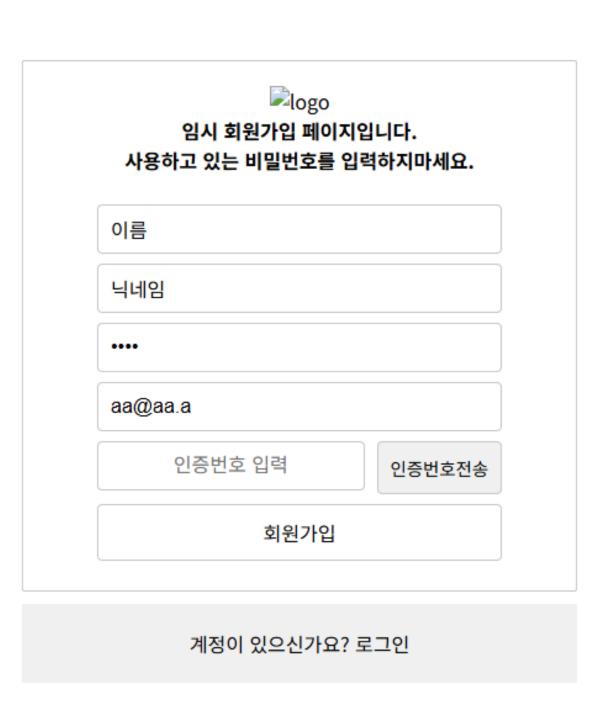
```
package com.example.app.domain.service;
∃⊕ import org.springframework.beans.factory.annotation.Autowired;
 @Service
 @Slf4j
 public class UserServiceImpl {
     @Autowired
      private PasswordEncoder passwordEncoder;
     @Autowired
     private UserMapper userMapper;
     @Transactional(noRollbackFor = Exception.class)
     public boolean userJoin(UserDto userDto) {
          userDto.setPassword(passwordEncoder.encode(userDto.getPassword()));
          userDto.setRole("ROLE USER");
         int result = userMapper.insert(userDto);
          return result > 0;
      @Transactional(noRollbackFor = Exception.class)
     public boolean userUpdate(UserDto userDto) {
         System.out.println(userDto.getEmail());
          int result = userMapper.update(userDto);
          return result > 0;
      @Transactional(noRollbackFor = Exception.class)
      public boolean userLeave(String email) {
         int result = userMapper.delete(email);
          return result > 0;
      @Transactional(noRollbackFor = Exception.class)
     public UserDto userSelect(String email) {
         UserDto userDto = userMapper.selectAt(email);
          return userDto;
```

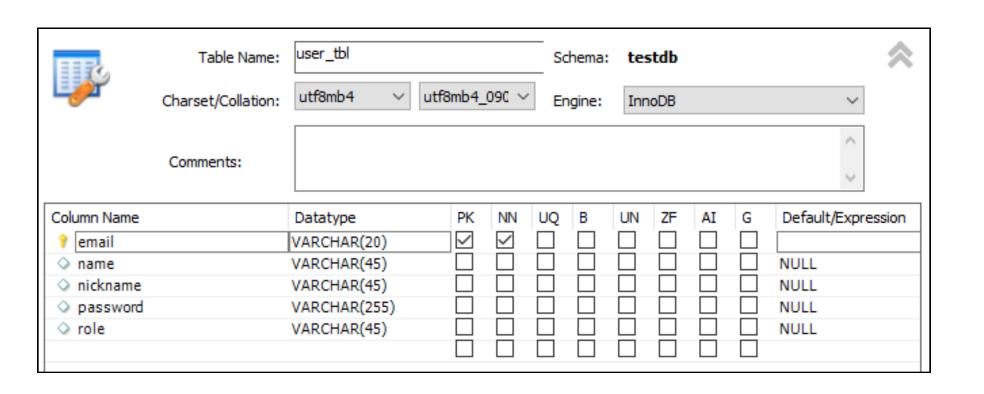
회원가입 시스템 구현

1. 회원가입

- 이름, 닉네임, 비밀번호, 이메일 입력 시 회원가입 가능
- 이메일이 Id 역할
- 우측 사용 테이블







회원 로그인회원가입성공

아이디 비밀번호

회원가입 | 아이디찾기 | 비밀번호찾기

제출

로그인 시스템 구현

2. 로그인

• 로그인 성공 시 회원 정보 확인 페이지로 이동



HOME

EMAIL: aa@aa.a

NAME : 이름

NICKNAME : 닉네임

PASSWORD: \$2a\$10\$6F47i7E.3NCFn8ebRrh4e.0tRkZcTU7yGP.G53VmA5UwTB3wKpS7m

ROLE: ROLE_USER

<u>정보수정</u> <u>회원탈퇴</u> <u>로그아웃</u>

	email	name	nickname	password	role
•	aa@aa.a	이름	닉네임	\$2a\$10\$LaWjRNV8H6mumtscxG4zSOuh1sCC.v	ROLE_USER
	NULL	NULL	NULL	NULL	NULL

PlayMatch-매칭 플랫폼

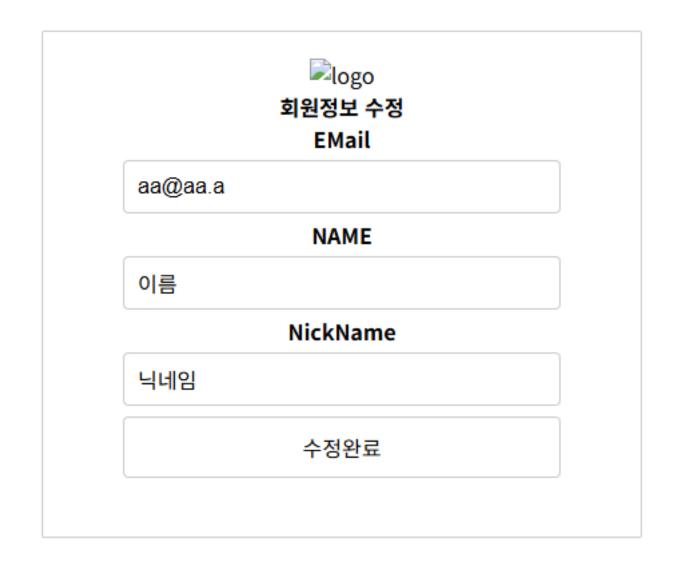
페이지

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로그인 시스템 구현

3. 정보 수정

• 회원 정보 수정시 반영 된 정보 출력



HOME

EMAIL: aa@aa.a

NAME : 이름바꾸기

NICKNAME : 닉네임

PASSWORD: \$2a\$10\$6F47i7E.3NCFn8ebRrh4e.0tRkZcTU7yGP.G53VmA5UwTB3wKpS7m

ROLE: ROLE_USER

<u>정보수정 회원탈퇴 로그아웃</u>

	email	name	nickname	password	role
>	aa@aa.a	이름바꾸기	닉네임	\$2a\$10\$6F47i7E.3NCFn8ebRrh4e.0tRkZcTU7y	ROLE_USER
	NULL	NULL	NULL	NULL	NULL

로그인 시스템 구현

4. 회원 탈퇴

• 회원 탈퇴 시 DB에서 정보 삭제

	email	name	nickname	password	role
>	aa@aa.a	이름바꾸기	닉네임	\$2a\$10\$6F47i7E.3NCFn8ebRrh4e.0tRkZcTU7y	ROLE_USER
	NULL	NULL	NULL	NULL	NULL

