

Android 中的网络

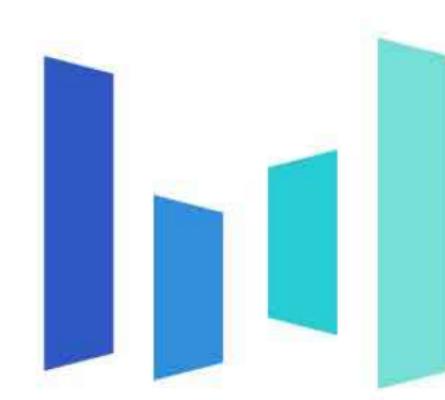
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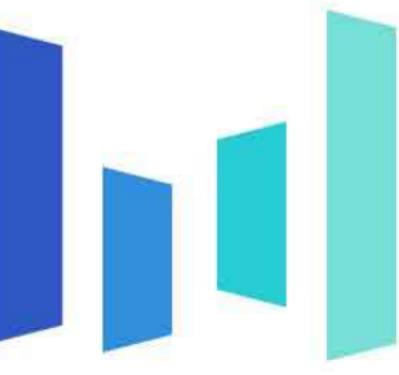


目录

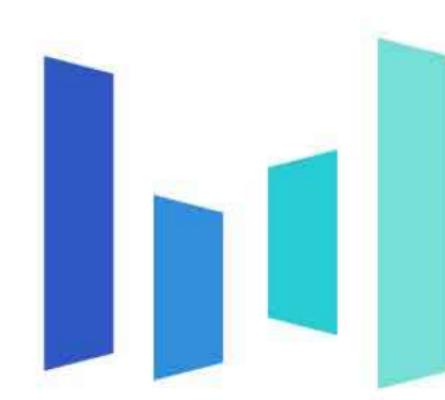
- 网络基础知识
- Android网络通信基础实现
- 进阶实现——Retrofit

网络基础知识





问题：需要实现网络通信，需要做哪些工作？解决哪些问题？



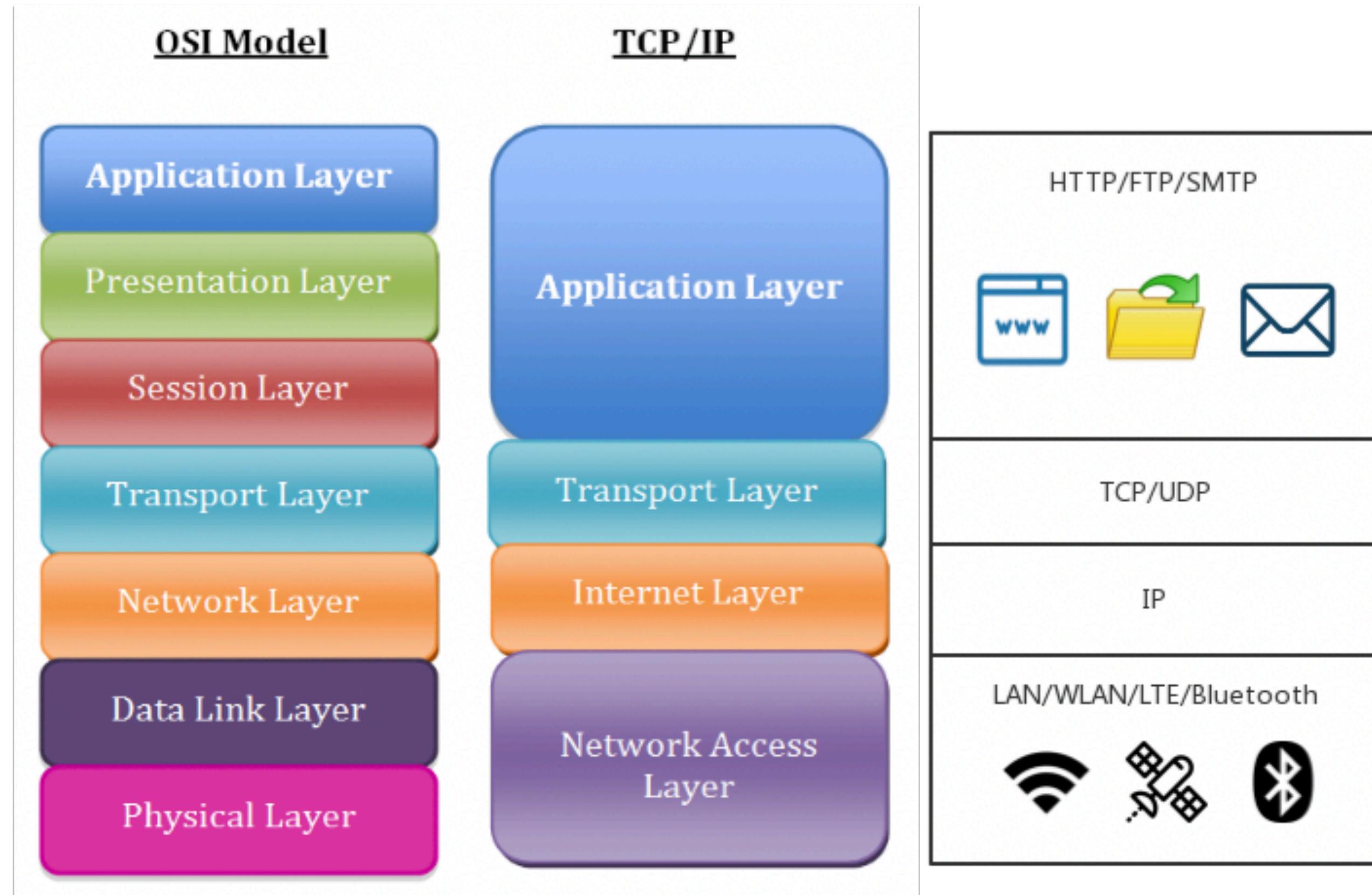
网络分层模型

互联网是一个分层架构

相同层次的对等实体通过协议进行通信

第N层给第N+1层提供服务

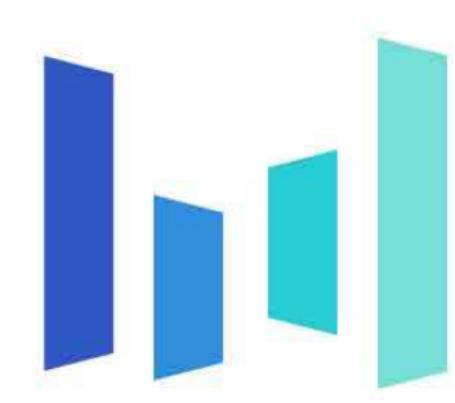
网络分层模型



问题：

为什么要分层？

每一层的作用是什么？



网络层：IP协议

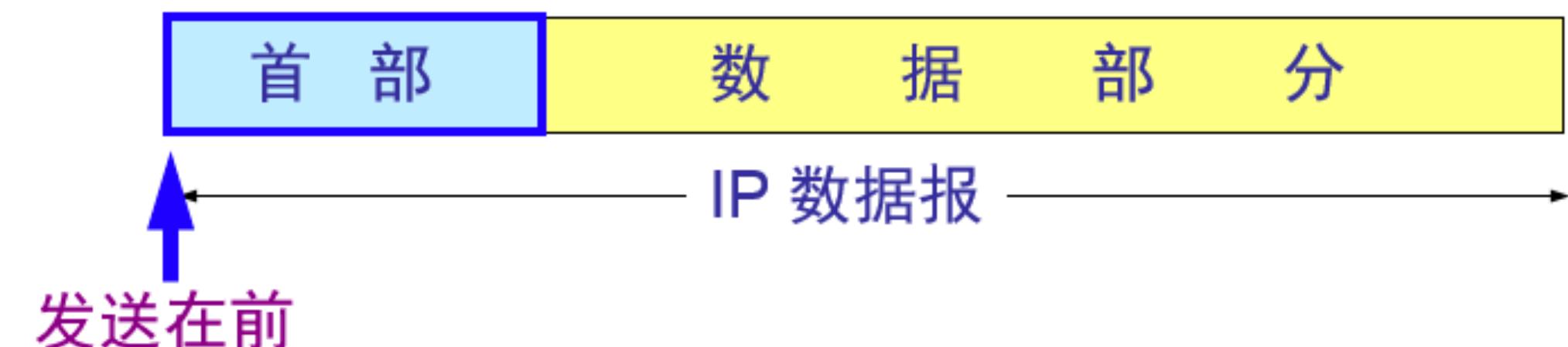
主机在网络中如何定位：IP地址

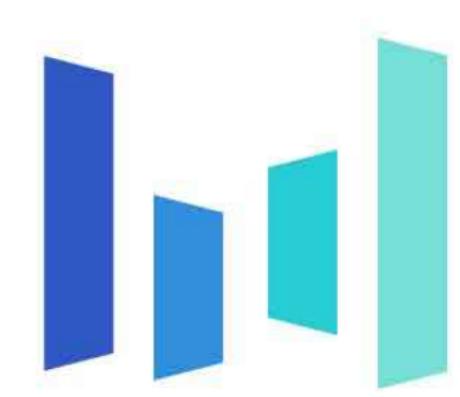
数据包如何到达物理不相邻的主机：IP分组的转发规则

当数据包大于链路层的最大传输单元时的处理方案：IP分片

信息传输的格式：IP分组结构

IP数据包



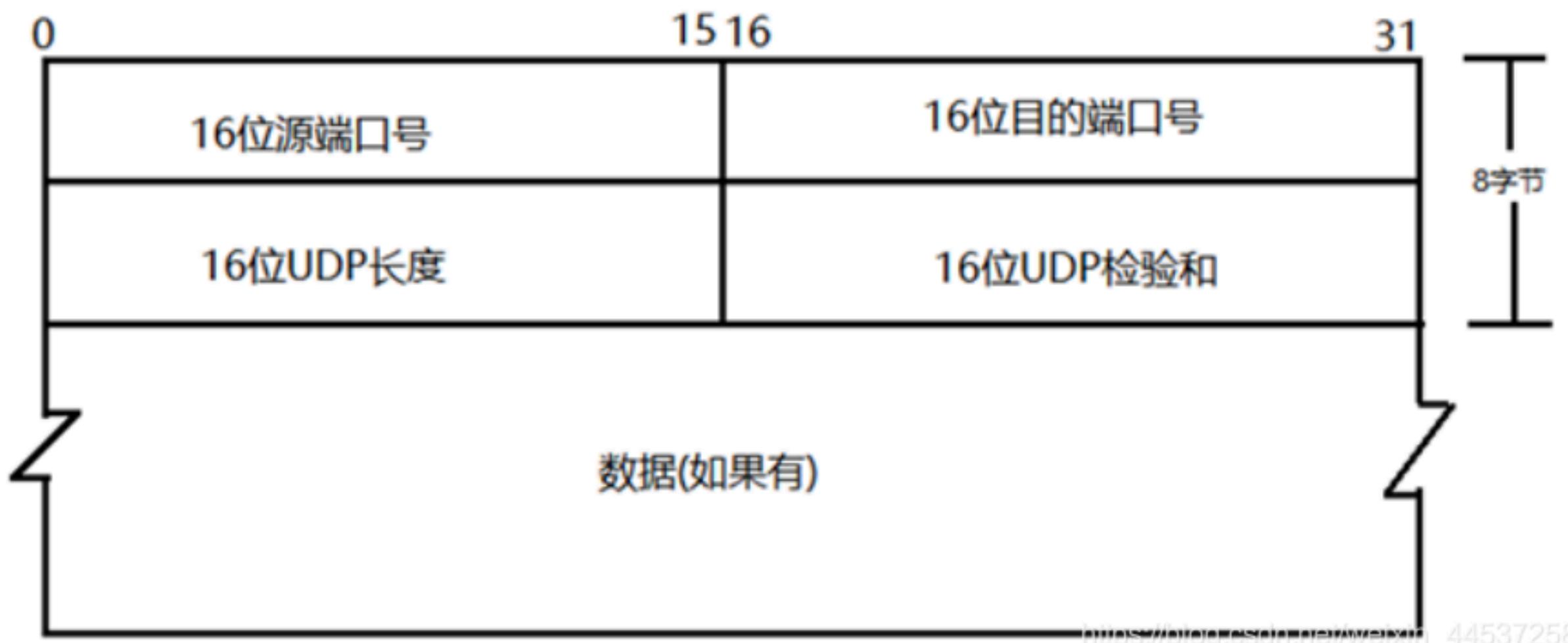


传输层：TCP/UDP 协议

TCP: 提供可靠的、面向连接的端到端传输

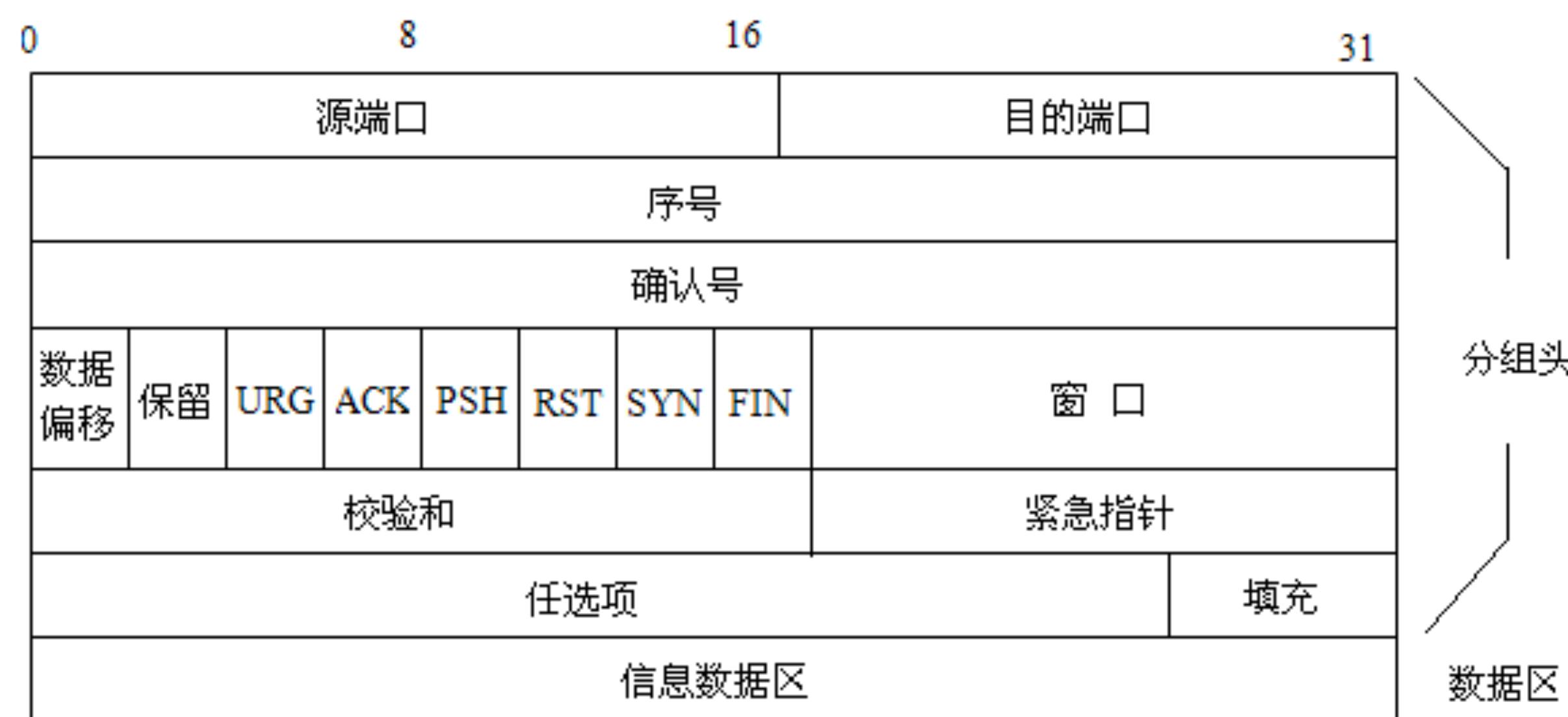
- 数据分片
- 到达确认
- 超时重发
- 滑动窗口
- 失序和重复处理
- 数据校验

UDP: 提供不可靠的、无连接的端到端传输



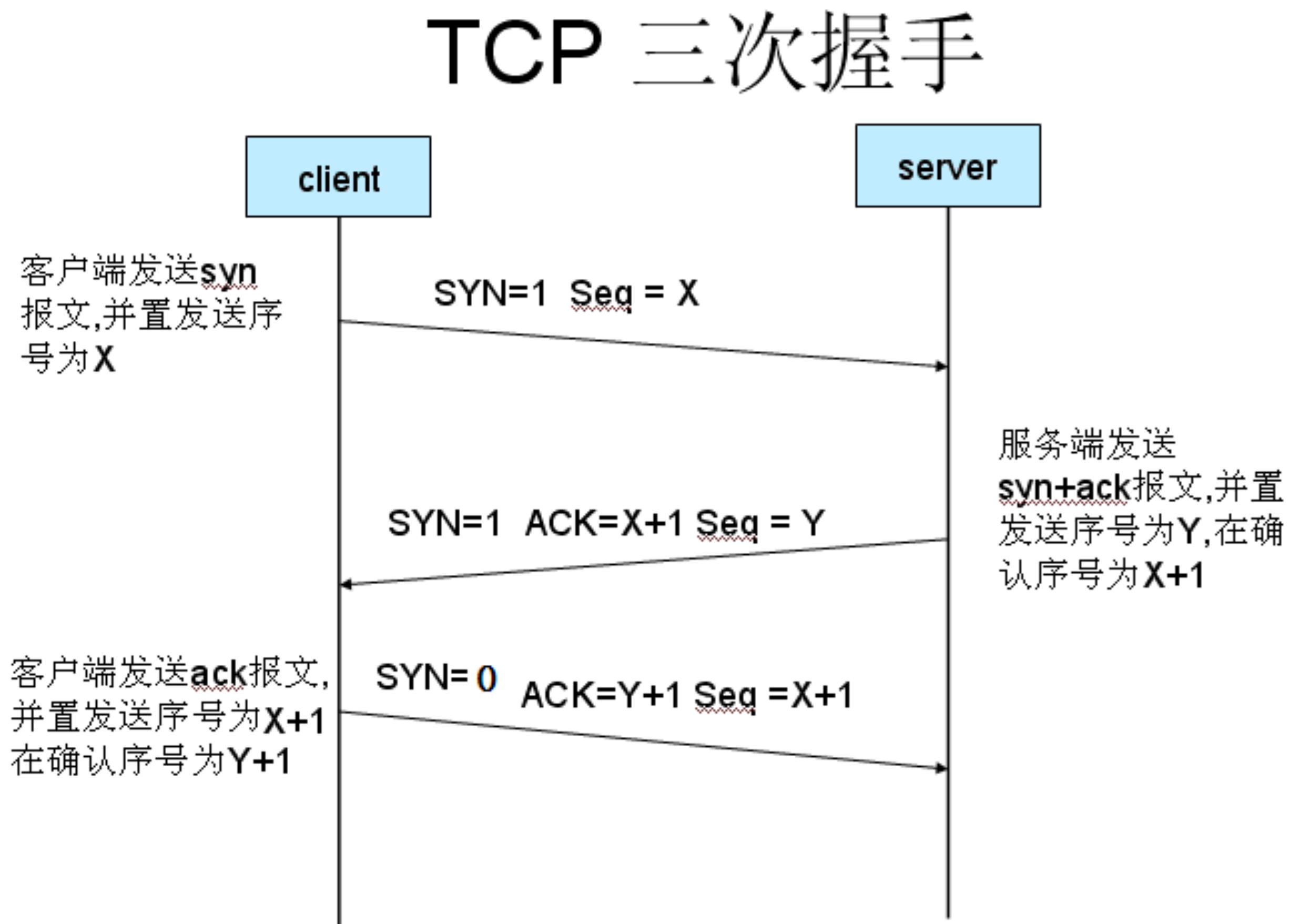
问题：TCP和UDP各有什么利弊？

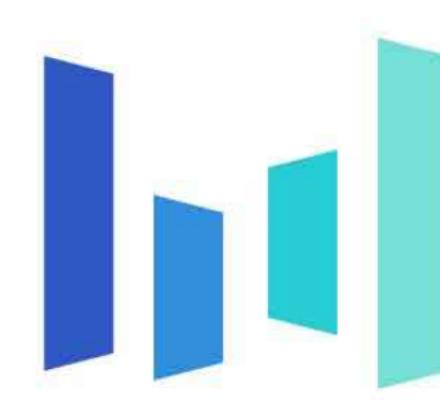
分别合适哪些场景



TCP 分组格式示意图

TCP三次握手





Http协议

HTTP是一个应用最广泛的应用层协议，定义浏览器/客户端如何从Web服务器请求数据，以及Web服务器如何把数据传送给客户端

HTTP基于TCP

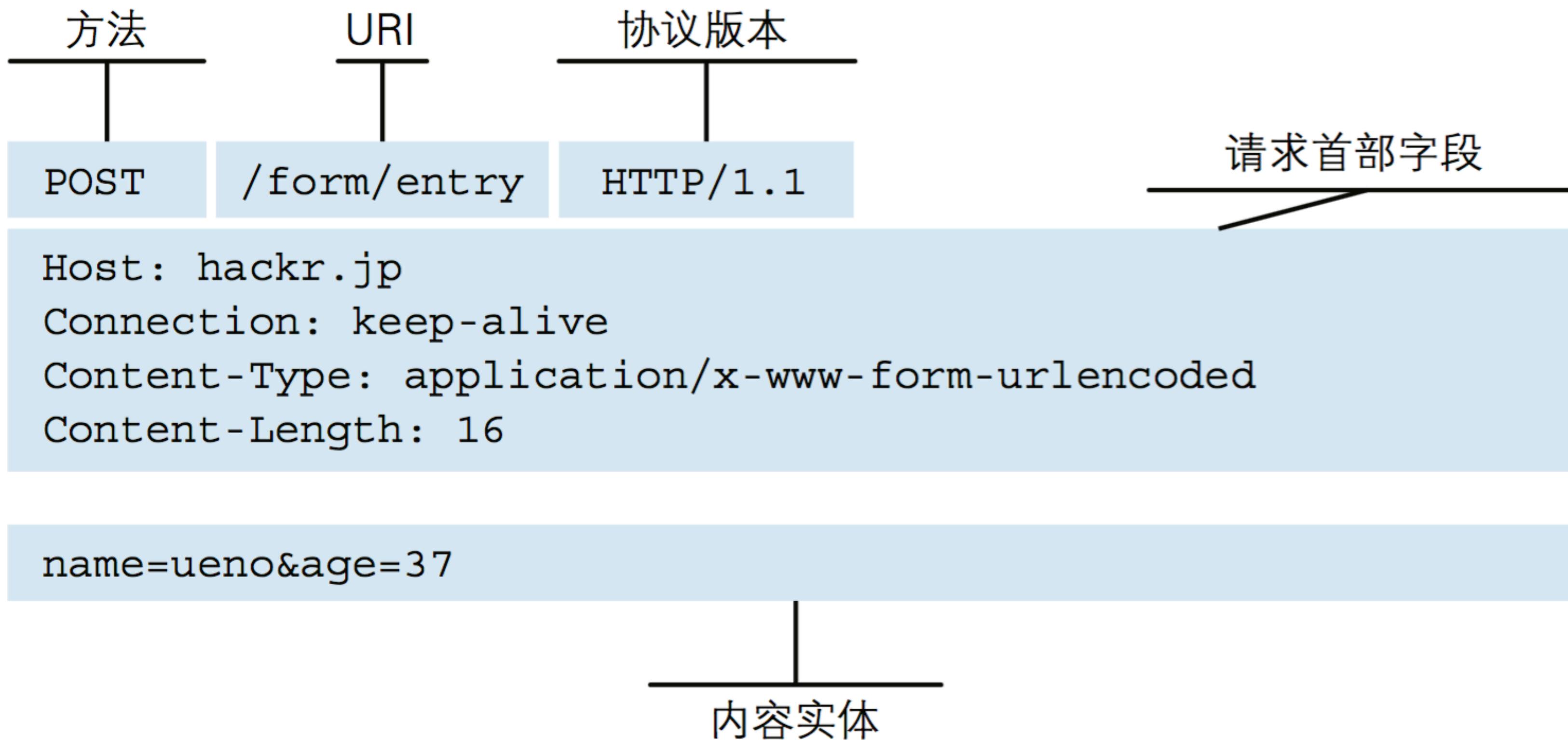
HTTP是请求-应答模式，客户端发送一个请求，服务器给一个应答

HTTP协议是无状态协议

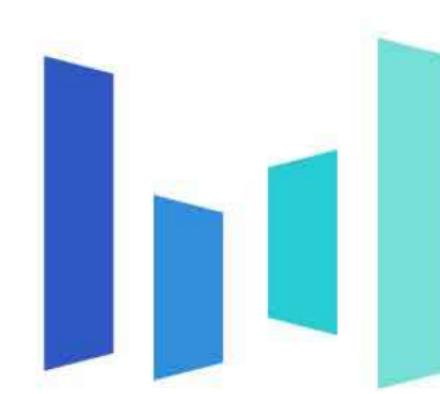
HTTP协议的默认端口号是80，HTTPS端口443

Http协议

Http Request格式



图：请求报文的构成



Http协议

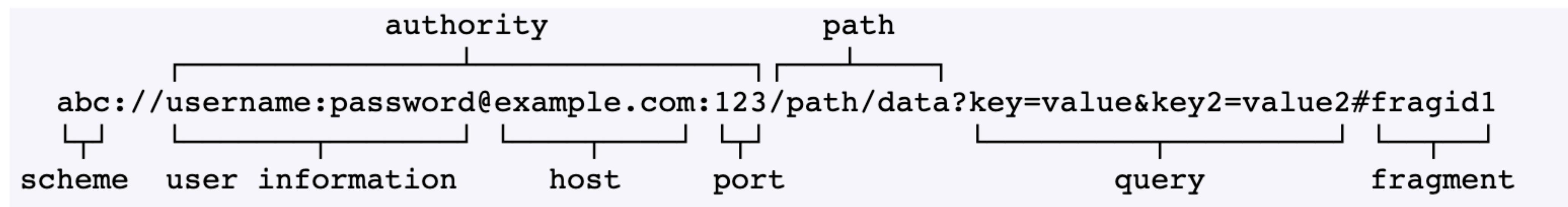
Http Request 格式 (访问https://www.sjtu.edu.cn/xxjj/index.html)

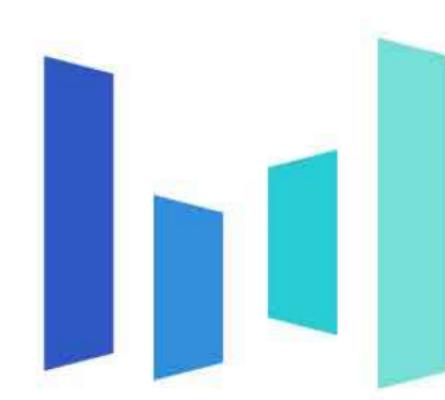
```
:method GET
:authority www.sjtu.edu.cn
:scheme https
:path /xxjj/index.html
cache-control max-age=0
upgrade-insecure-requests 1
user-agent Mozilla/5.0 (Macintosh; Intel Mac OS X 10_15_7) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/88.0.4324.192 Safari/537.36
accept text/html,application/xhtml+xml,application/xml;q=0.9,image/avif,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.9
sec-fetch-site cross-site
sec-fetch-mode navigate
sec-fetch-user ?1
sec-fetch-dest document
referer http://www.sjtu.cn/
accept-encoding gzip, deflate, br
accept-language zh-CN,zh;q=0.9
```

Http 1.1定义的8种Method

GET \ PUT \ HEAD \ POST \ DELETE \ TRACE \ OPTIONS \ CONNECT

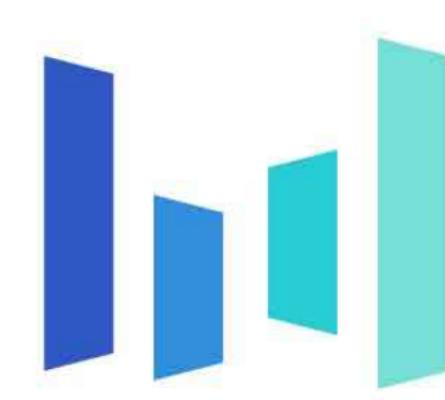
Url的格式：





常见标准的header

| | | |
|-----------------|------------------------------|---|
| Accept | 可接受的响应内容类型 (Content-Types) 。 | Accept: text/plain |
| Accept-Charset | 可接受的字符集 | Accept-Charset: utf-8 |
| Accept-Encoding | 可接受的响应内容的编码方式。 | Accept-Encoding: gzip, deflate |
| Accept-Language | 可接受的响应内容语言列表。 | Accept-Language: en-US |
| Authorization | 用于表示HTTP协议中需要认证资源的认证信息 | Authorization: Basic OSdjJGRpbjpvcGVuIAnlc2SdDE== |
| Cache-Control | 用来指定当前的请求/回复中的，是否使用缓存机制。 | Cache-Control: no-cache |
| Connection | 客户端（浏览器）想要优先使用的连接类型 | Connection: keep-alive Connection: Upgrade |
| User-Agent | 浏览器/客户端的身份标识字符串 | User-Agent: Mozilla/..... |
| Content-Length | 以8进制表示的请求体的长度 | Content-Length: 348 |
| Content-Type | Body中内容的内容类型和编码 | text/html; charset=utf-8 |



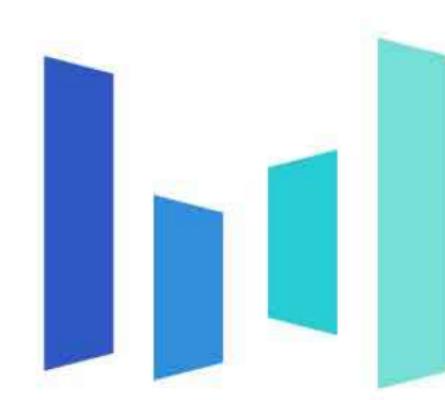
Content-Type

Http协议规定了header部分必须是ascii字符，但是并没有规定body部分的格式和编码

无论是request还是response，只要有body就需要在header中的Content-Type字段中标明内容类型（MIME）和其他一些用于解析的信息

常见类型

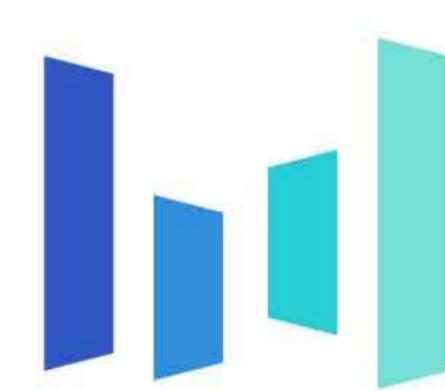
- application/x-www-form-urlencoded
- multipart/form-data
- application/json
- text/xml



Http协议

客户端向服务端传送自定义信息的方式

- url中的query
- header
- body



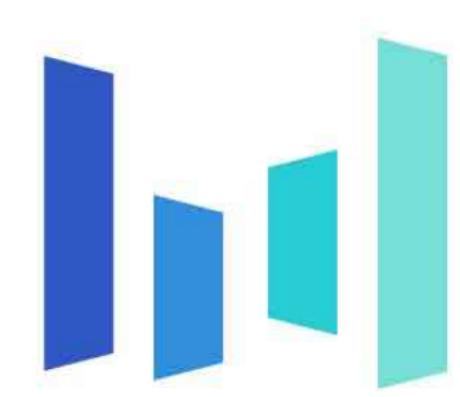
Http协议

Http Response 格式



Http 状态码

| | 类别 | 原因短语 |
|-----|---------------------------|---------------|
| 1XX | Informational (信息性状态码) | 接收的请求正在处理 |
| 2XX | Success (成功状态码) | 请求正常处理完毕 |
| 3XX | Redirection (重定向状态码) | 需要进行附加操作以完成请求 |
| 4XX | Client Error (客户端错误状态码) | 服务器无法处理请求 |
| 5XX | Server Error (服务器错误状态码) | 服务器处理请求出错 |



RESTful API

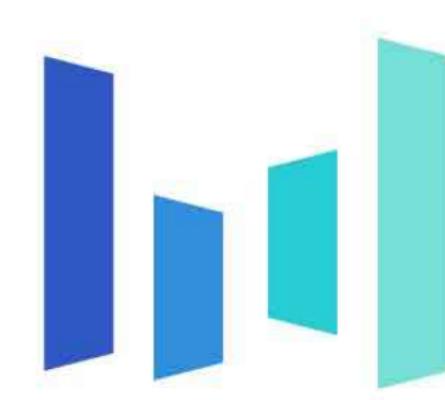
问题：

服务器的服务怎么提供？

怎么设置服务的地址

用什么方法？Post还是Get？

参数放哪？path/query/body？



RESTful API

(Resources) REpresentational State Transfer

(资源) 表现层状态转换

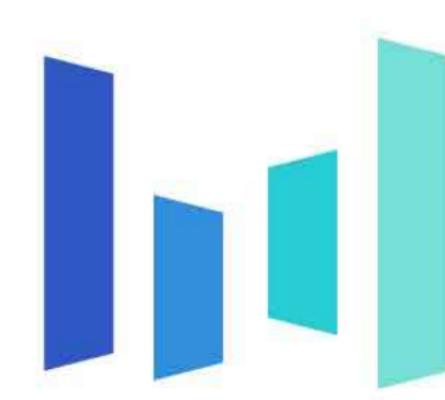
资源：一段文本、一张图片、一首歌曲

表现形式：json、xml

状态变化：通过 HTTP 动词实现

API 是面向资源的，资源表达的形式可以是 json 或者 xml，
它的 url 中不包含动词，而是通过 HTTP 动词表达想要的动作

目的：
看 URL 就知道要什么
看 HTTP method 就知道干什么



RESTful API

SOAP Web API

GET http://127.0.0.1/user/select/1 根据用户id查询用户数据

POST http://127.0.0.1/user/save 新增用户

GET/POST http://127.0.0.1/user/delete 删除用户信息



不在 url 里面做具体动作的描述，而是通过 HTTP 请求方式表达意图

RESTful Web API

GET http://127.0.0.1/user/1 据用户id查询用户数据

POST http://127.0.0.1/user 新增用户

DELETE http://127.0.0.1/user 删除用户信息

GET 用来获取资源

POST 用来新建资源（也可以用于更新资源）

PUT 用来更新资源

DELETE 用来删除资源



RESTful 只是一种规范，并不是标准

如何正确理解前后端分离？

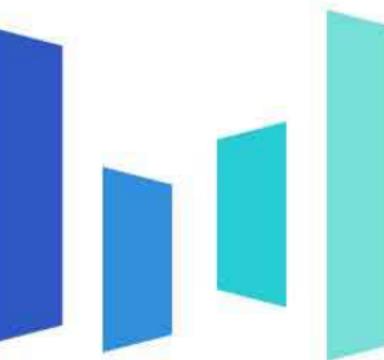
为什么会出现 RESTful？

RESTful API 论文：RESTful API 诞生地，出自 Roy Thomas Fielding (HTTP 协议创建人之一)

Richardson 成熟度模型：Richardson 提出的 REST 四层模型

GraphQL：另一种 API 规范





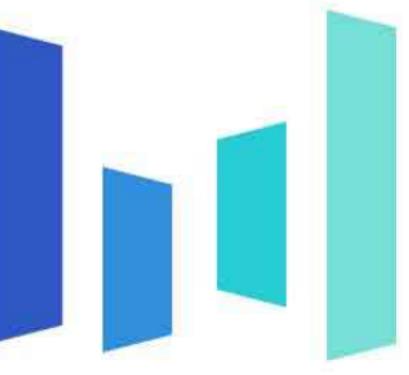
数据传输格式

数据传输格式需要解决的问题

- 通用（可以表示任何复杂数据）
- 能够进行网络传输（二进制流或字节流）
- 跨语言使用

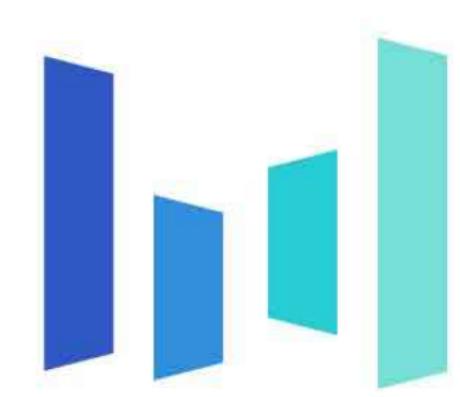
常用解决方法

- Json
- Protobuf
- Xml



JSON (JavaScript Object Notation)

```
JSON ▾  
1  {  
2      "name": "安卓应用开发技术",  
3      "location": "上海交大闵行校区学生创新中心B栋303",  
4      "lesson_count": 8,  
5      "students": [  
6          {  
7              "name": "李珵瑜",  
8              "male": true  
9          },  
10         {  
11             "name": "陈爽哲",  
12             "male": true  
13         },  
14         {  
15             "name": "周凌霄",  
16             "male": false  
17         }  
18     ]  
19 }
```



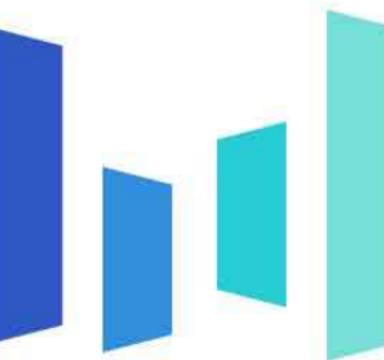
Json基于两种结构基础元素

对象 (Object) : <名称-值> 对的集合

数组 (array) : 值的有序列表

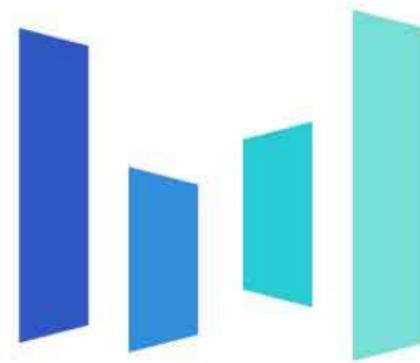
值 (value)

- 字符串 (string) : 由双引号包围的任意数量Unicode字符
- 数字 (number)
- true / false
- null
- 对象
- 数组



数据传输格式

| Json值类型 | java 类型 | 备注 |
|--------------|---|--------------|
| 字符串 | String | |
| 数字 | int,double,long,short/ float/Number/String | 基本类型与装箱类型都可以 |
| true / false | boolean/String | 基本类型与装箱类型都可以 |
| 数组 | List<String>/ Set<String>/数组String[] | 注意 Set 是去重的 |
| 对象 | Map<String,?> 自定义的java对象 | |



数据传输格式

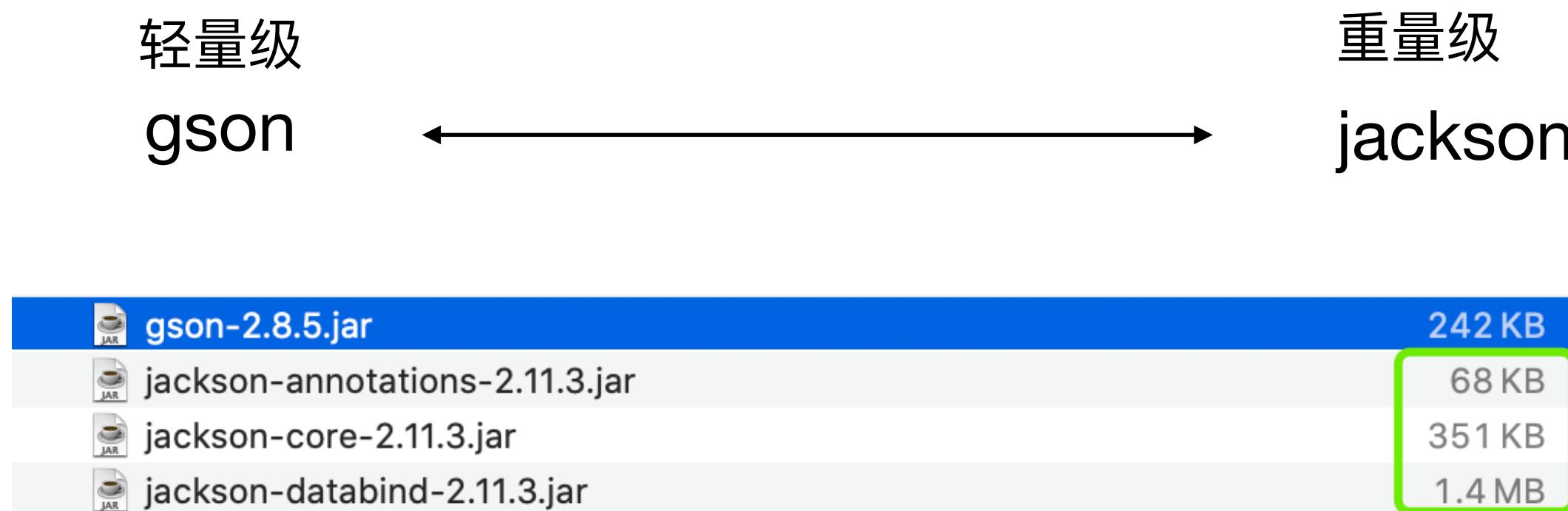
JSON 解析器

序列化：将Java对象转成Json

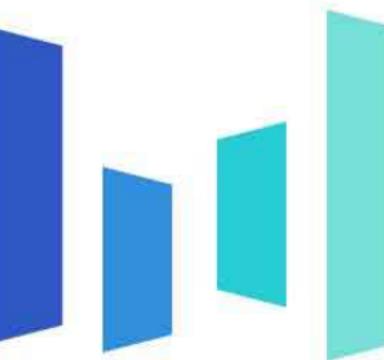
反序列化：将Json字符串转成Java对象

常用的JSON解析器

- JsonLib
 - Gson
 - Jackson
 - Fastjson



(7.6倍体积之差)



数据传输格式

Gson 常用Api

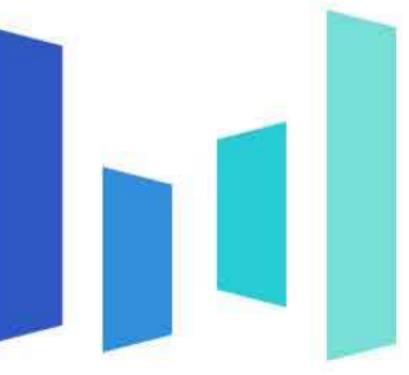
```
public String toJson(Object src)
```

```
public <T> T fromJson(String json, Class<T> classOfT) throws  
JsonIOException, JsonSyntaxException
```

```
public <T> T fromJson(String json, Type typeOfT) throws  
JsonIOException, JsonSyntaxException
```

```
public class Course {  
    @SerializedName("name")  
    public String name;  
    @SerializedName("location")  
    public String location;  
    @SerializedName("lesson_count")  
    public int lessonCount;  
    @SerializedName("students")  
    public List<Student> students;  
  
    public static class Student {  
        @SerializedName("name")  
        public String name;  
        @SerializedName("male")  
        public boolean male;  
    }  
}
```

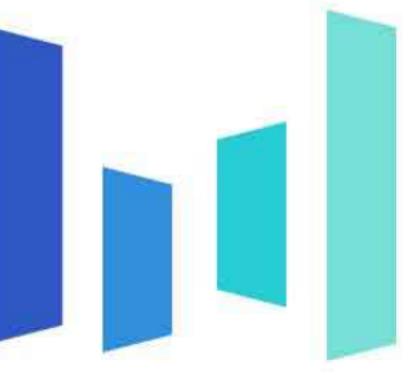
```
Course course = new Gson().fromJson(courseJsonStr, Course.class);  
String str = new Gson().toJson(course);
```



Protocol Buffers (ProtoBuf)

- 先定义proto
- 用proto编译生成代码
- 每一个field都有一个数字标识，传输的时候不传name，只传name对应的数字
- 通信的两端都保存着proto文件，用于解析消息

```
ProtoBuf ▾  
1 message COURSE {  
2   required string name = 0  
3   required string location = 1  
4   required double lesson_count = 2  
5  
6   message STUDENTS {  
7     required string name = 0  
8     required bool male = 1  
9   }  
10  repeated STUDENTS students = 3  
11 }
```



问题：这三种格式各有什么优势和劣势？

xml

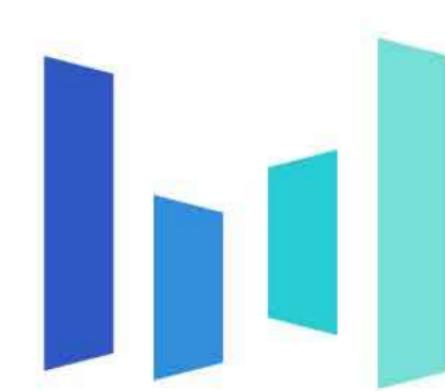
```
<?xml version="1.0" encoding="UTF-8" ?>
<name>中国</name>
<provinces>
    <name>黑龙江</name>
    <cities>
        <city>哈尔滨</city>
        <city>大庆</city>
    </cities>
</provinces>
<provinces>
    <name>广东</name>
    <cities>
        <city>广州</city>
        <city>深圳</city>
        <city>珠海</city>
    </cities>
</provinces>
```

Json

```
{
    "name": "中国",
    "provinces": [
        {
            "name": "黑龙江",
            "cities": {
                "city": ["哈尔滨", "大庆"]
            }
        },
        {
            "name": "广东",
            "cities": {
                "city": ["广州", "深圳", "珠海"]
            }
        }
    ]
}
```

protobuf

```
1: "\344\270\255\345\233\275"
2 {
    1: "\351\273\221\351\276\231\346\261\237"
    2 {
        1: "\345\223\210\345\260\224\346\273\250"
        1: "\345\244\247\345\272\206"
    }
}
2 {
    1: "\345\271\277\344\270\234"
    2 {
        1: "\345\271\277\345\267\236"
        1: "\346\267\261\345\234\263"
        1: "\347\217\240\346\265\267"
    }
}
```



实用工具

抓包工具——Charles

The screenshot shows the Charles Web Proxy application interface. On the left, there's a tree view of network requests. In the center, the 'Contents' tab is selected for a specific request to 'www.sjtu.cn'. The 'Request' section shows the raw HTTP request, and the 'Response' section shows the raw HTTP response. Both sections are highlighted with red boxes.

Request Headers:

```
GET /HTTP/1.1
Host www.sjtu.cn
Cache-Control max-age=0
Upgrade-Insecure-Requests 1
User-Agent Mozilla/5.0 (Macintosh; Intel Mac OS X 10_15_7) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/88.0.4324.192 Safari/537.36
Accept text/html,application/xhtml+xml,application/xml;q=0.9,image/avif,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.9
Accept-Encoding gzip, deflate
Accept-Language zh-CN,zh;q=0.9
If-None-Match "12ab9-5bc2086bbc542-gzip"
If-Modified-Since Thu, 25 Feb 2021 03:12:48 GMT
Connection keep-alive
```

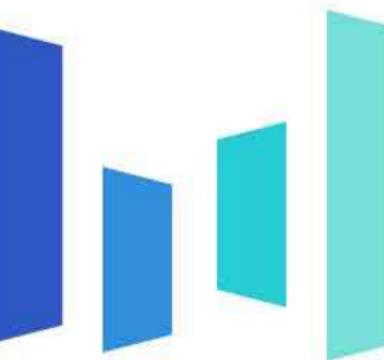
Response Headers:

```
HTTP/1.1 200 OK
Date Thu, 25 Feb 2021 04:28:25 GMT
Server Apache
Last-Modified Thu, 25 Feb 2021 03:12:48 GMT
ETag "12ab9-5bc2086bbc542-gzip"
Accept-Ranges bytes
Vary Accept-Encoding
Content-Encoding gzip
Content-Length 13455
Keep-Alive timeout=5, max=100
Content-Type text/html; charset=UTF-8
Proxy-Connection keep-alive
```

Request

Response

Filter:



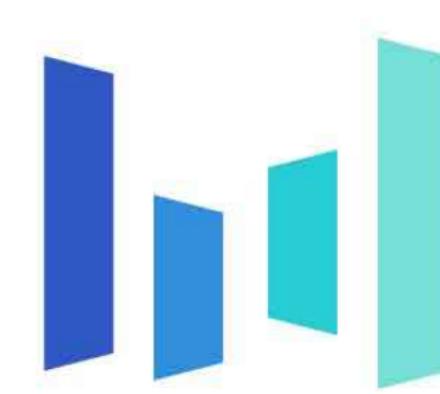
实用工具

抓包工具——Charles

```
1 <!DOCTYPE html>
2 <html lang="zh-Hans">
3 <head>
4   <meta charset="utf-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0, user-scalable=no">
6   <meta http-equiv="X-UA-Compatible" content="IE=Edge,chrome=1">
7   <meta http-equiv="Cache-Control" content="no-siteapp" />
8   <meta name="renderer" content="webkit">
9   <meta name="apple-mobile-web-app-capable" content="yes" />
10  <meta name="apple-mobile-web-app-status-bar-style" content="black" />
11  <meta name="SiteName" content="上海交通大学中文主页门户网站">
12  <meta name="Construction" content="东方网电子政务中心 上海东方怡动信息技术有限公司">
13  <meta name="SiteDomain" content="www.sjtu.edu.cn">
14  <meta name="ColumnName" content="上海交通大学中文主页门户网站首页">
15  <title>上海交通大学中文主页门户网站</title>
16  <!-- Core CSS -->
17  <link rel="stylesheet" href="/resource/assets/css/ETUI/ETUI3.min.css">
18  <link rel="stylesheet" href="/resource/assets/css/ETUI/ETUI3.Utility.css">
19  <!-- Widget -->
20  <link rel="stylesheet" href="/resource/assets/plugin/OwlCarousel/owl.carousel.css">
21  <link rel="stylesheet" href="/resource/assets/plugin/OwlCarousel/owl.theme.default.css">
22  <!--
23  <link rel="stylesheet" href="/resource/assets/plugin-wow/animate.min.css">
24  -->
25  <link rel="stylesheet" href="/resource/assets/css/keyframes.css">
26  <link rel="stylesheet" href="/resource/assets/plugin-datepicker/datetimepicker.css">
27  <link rel="stylesheet" href="/resource/assets/plugin/infinitypush/jquery.ma.infinitypush.css">
28  <!-- Custom CSS -->
29  <link rel="stylesheet" href="/resource/assets/css/style409.css">
30  <link rel="stylesheet" href="/resource/assets/css/style-compatible.css">
31  <link rel="stylesheet" href="/resource/assets/css/styles-responsive.css">
32  <!-- Site Icons -->
```

Headers Text Hex Compressed HTML Raw

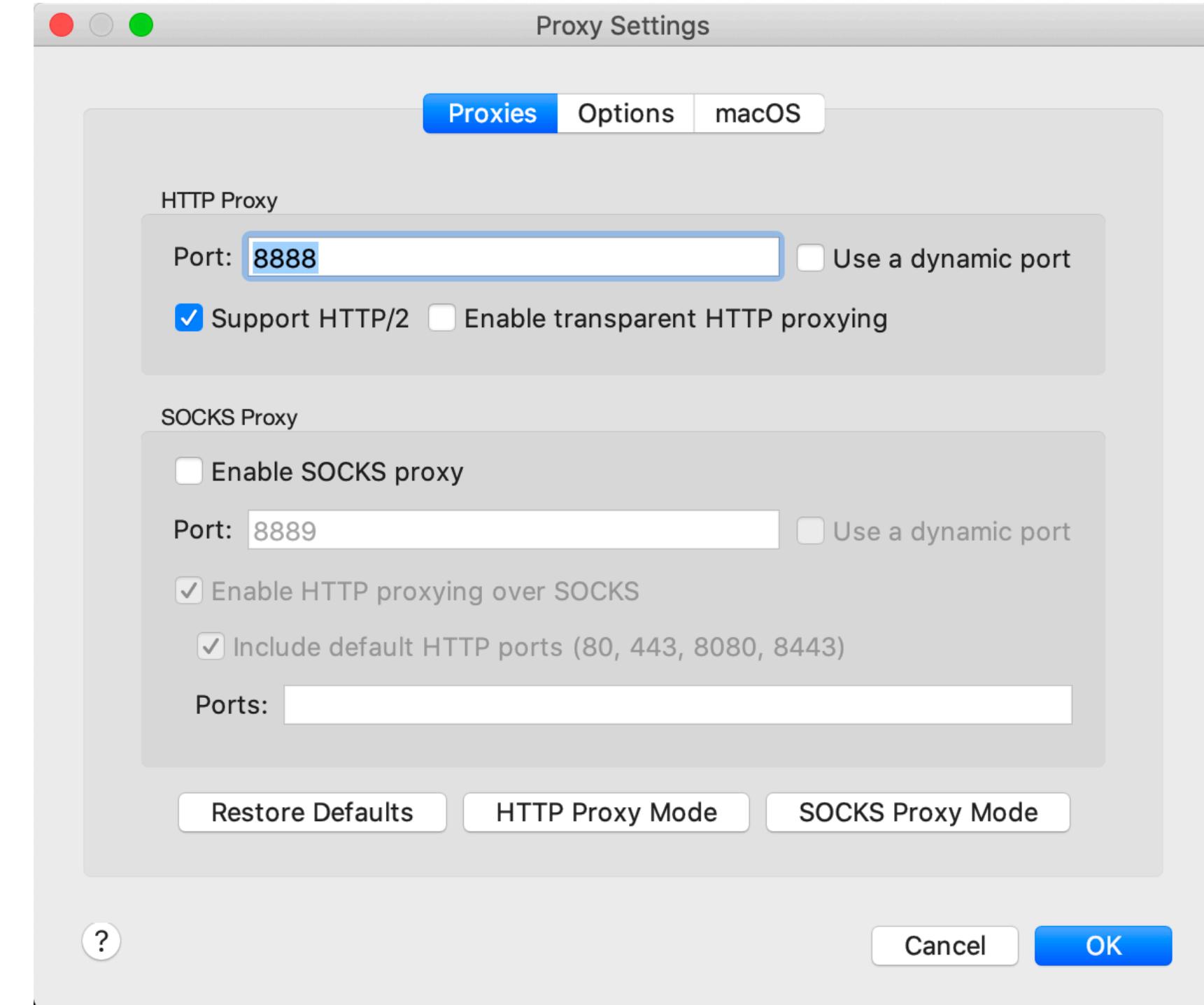




实用工具

抓包工具——Charles

- 1、将手机和电脑连到同一个局域网
- 2、设置Charles代理端口
- 3、将手机wifi的代理服务器设到电脑上
- 4、如果要抓取https包，手机要安装证书



实用工具

Postman——轻松创建请求

The screenshot shows the Postman application interface. At the top, the URL `https://api.github.com/users/JakeWharton/repos?page=0&per_page=10` is entered. Below it, the method is set to `GET`. On the right, there are `Save`, `Edit`, and `Send` buttons. The `Params` tab is selected, showing two query parameters: `page` (value 0) and `per_page` (value 10). The `Body` tab is selected, displaying the JSON response from the API. The response is a list of repositories, with the first one being `abs.io` owned by `JakeWharton`.

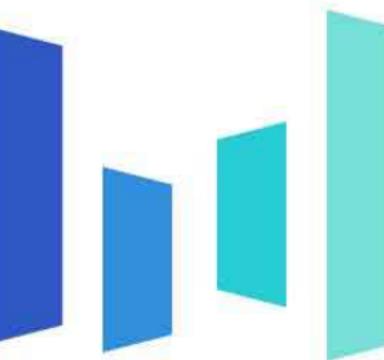
| KEY | VALUE | DESCRIPTION |
|----------|-------|-------------|
| page | 0 | |
| per_page | 10 | |

Body Cookies Headers (24) Test Results
Pretty Raw Preview Visualize JSON ↻

```
2   ...
3   ...
4   ...
5   ...
6   ...
7   ...
8   ...
9   ...
10  ...
11  ...
12  ...
13  ...
14  ...
```

2 ...
3 ...
4 ...
5 ...
6 ...
7 ...
8 ...
9 ...
10 ...
11 ...
12 ...
13 ...
14 ...

Android网络通信基础实现



直接在传输层进行网络通信：Socket

Socket(套接字), 是应用层与 TCP/IP 协议族通信的中间软件抽象层

一个Socket由一个IP地址和一个端口号唯一确定

两种套接字：Socket(TCP) , DatagramSocket(UDP)

Socket的基本工作流程

客户端流程

- (1) 创建Socket, 连接到服务器;
- (2) 打开连接到Socket的输入/出流;
- (3) 按照一定的协议对Socket进行读/写操作;
- (4) 关闭Socket

服务端流程

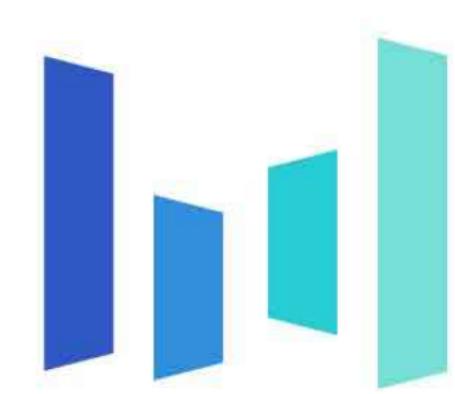
- (1) 监听特定的端口
- (2) 当有连接到来时accept(), 得到Socket
- (2) 打开连接到Socket的输入/出流;
- (3) 按照一定的协议对Socket进行读/写操作;
- (4) 关闭Socket

创建socket

```
try {
    Socket socket = new Socket( host: "localhost", port: 3000); //服务器IP及端口
    BufferedOutputStream os =new BufferedOutputStream(socket.getOutputStream());
    BufferedInputStream is = new BufferedInputStream(socket.getInputStream());
    // 读文件
    double n = 1;
    byte[] data = new byte[1024*5];//每次读取的字节数
    int len=-1;
    while (!stopFlag && socket.isConnected()) {
        if (!message.isEmpty()){
            Log.d( tag: "socket", msg: "客户端发送 "+ message);
            os.write(message.getBytes());
            os.flush();
            clearMsg();
        }
        int receiveLen = is.read(data);
        String receive = new String(data, offset: 0, receiveLen);
        Log.d( tag: "socket", msg: "客户端收到 "+ receive);
        activity.runOnUiThread(new Runnable() {
            @Override
            public void run() {
                Toast.makeText(activity,receive , Toast.LENGTH_SHORT).show();
            }
        });
        sleep( millis: 300);
    }
    Log.d( tag: "socket", msg: "客户端断开 ");
    os.flush();
    os.close();
    socket.close(); //关闭socket
} catch (Exception e) {
    e.printStackTrace();
}
```

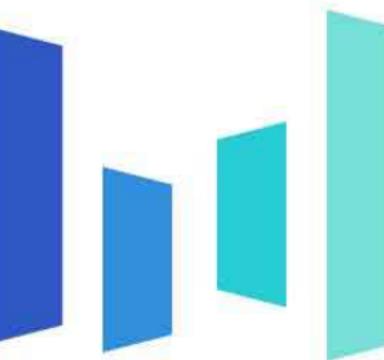
发送数据

接收数据，`read()`方法会一直阻塞直到有数据



Http实现网络通信

- OKHttp库：实现了Http协议的客户端，功能强大，Square公司开源；从4.4版本开始Android的默认Http 实现
- HttpURLConnection：Android Sdk提供的Http客户端接口，底层基于Okhttp
- Retrofit：Square公司开源的Http请求接口，基于OkHttp



示例

通过 [github API](#) 获取 Android 超级大牛 [Jake Wharton](#) 仓库列表，分页获取，每页10条数据，
显示每个仓库的名称、fork数量和star数量

List repositories for a user

Lists public repositories for the specified user.

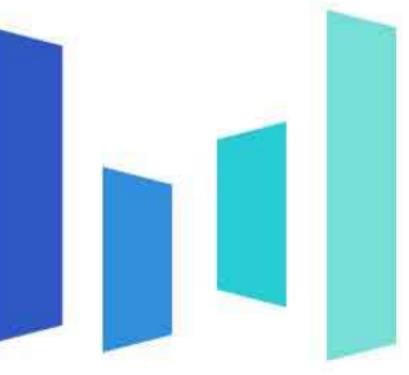
GET /users/{username}/repos

例如

https://api.github.com/users/JakeWharton/repos?page=0&per_page=10

Parameters

| Name | Type | In | Description |
|-----------|---------|--------|---|
| accept | string | header | Setting to <code>application/vnd.github.v3+json</code> is recommended. See preview notice |
| username | string | path | |
| type | string | query | Can be one of <code>all</code> , <code>owner</code> , <code>member</code> . |
| sort | string | query | Can be one of <code>created</code> , <code>updated</code> , <code>pushed</code> , <code>full_name</code> . |
| direction | string | query | Can be one of <code>asc</code> or <code>desc</code> . Default: <code>asc</code> when using <code>full_name</code> , otherwise <code>desc</code> |
| per_page | integer | query | Results per page (max 100). |
| page | integer | query | Page number of the results to fetch. |



1 添加网络权限

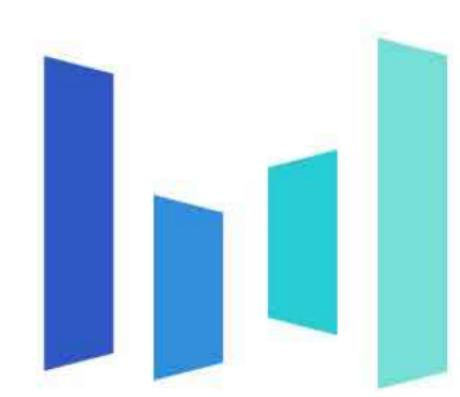
```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com/bytedance.network">

    <uses-permission android:name="android.permission.INTERNET" />

    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="Network"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity android:name=".MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```

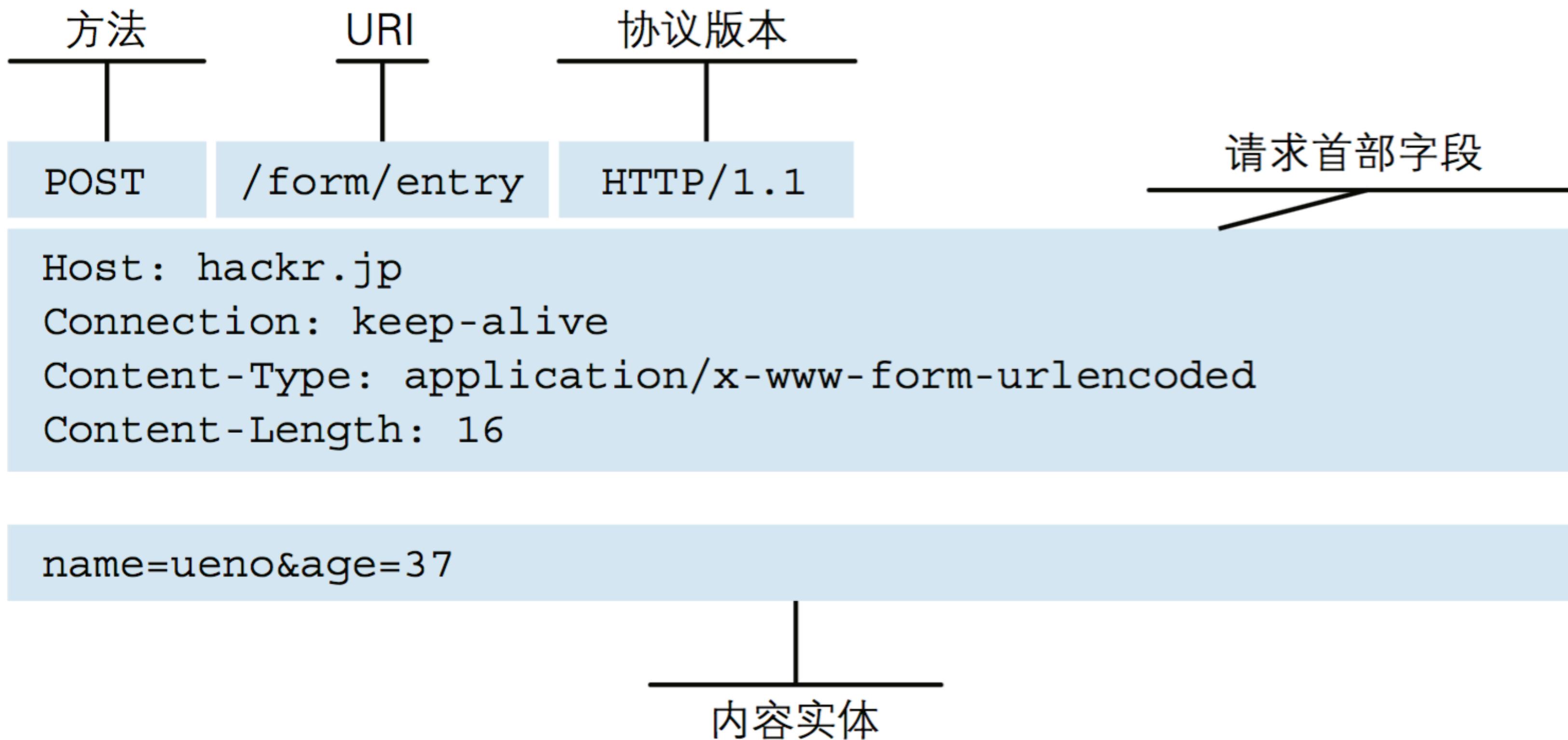


2 创建一个新的线程，在这个线程中执行网络任务

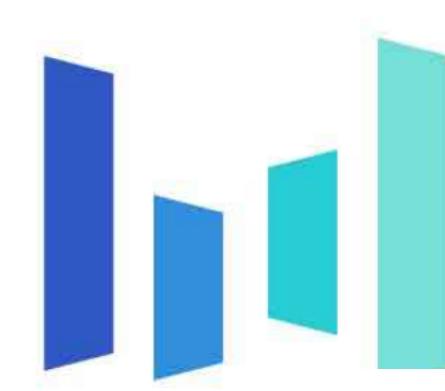
```
private void requestBase(final String userName){  
    new Thread(new Runnable() {  
        @Override  
        public void run() {  
            List<Repo> repos = baseGetReposFromRemote(userName);  
            if (repos != null && !repos.isEmpty()) {  
                page++;  
                new Handler(getMainLooper()).post(new Runnable() {  
                    @Override  
                    public void run() {  
                        showRepos(repos);  
                    }  
                });  
            }  
        }  
    }).start();  
}
```

问：如果在主线程进行网络请求会有什么后果？

3 用HttpURLConnection建立连接获取数据



图：请求报文的构成



```
public List<Repo> baseGetReposFromRemote(String userName, int page, int perPage, String accept) {  
    String urlStr =  
        String.format("https://api.github.com/users/%s/repos?page=%d&per_page=%d", userName, page, perPage);  
    List<Repo> result = null;  
    try {  
        URL url = new URL(urlStr);  
        HttpURLConnection conn = (HttpURLConnection) url.openConnection();  
        conn.setConnectTimeout(6000);  
  
        conn.setRequestMethod("GET");  
  
        conn.setRequestProperty("accept", accept);  
  
        if (conn.getResponseCode() == 200) {  
  
            InputStream in = conn.getInputStream();  
            BufferedReader reader = new BufferedReader(new InputStreamReader(in, StandardCharsets.UTF_8));  
  
            result = new Gson().fromJson(reader, new TypeToken<List<Repo>>() {  
                .getType());  
  
            reader.close();  
            in.close();  
  
        } else {  
            // 错误处理  
        }  
        conn.disconnect();  
    } catch (Exception e) {  
        e.printStackTrace();  
        Toast.makeText(context: this, text: "网络异常" + e.toString(), Toast.LENGTH_SHORT).show();  
    }  
    return result;  
}
```

拼接url

由url获得连接对象

设置http method

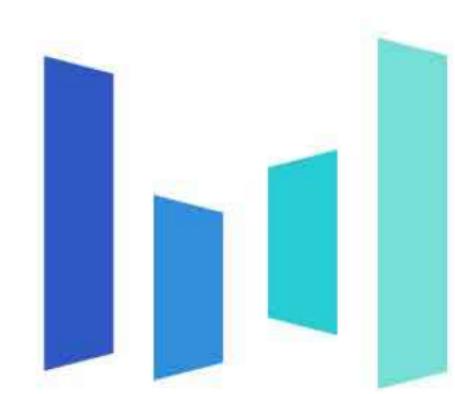
设置header

判断返回的code

从InputStream读取数据

Gson解析

断开连接



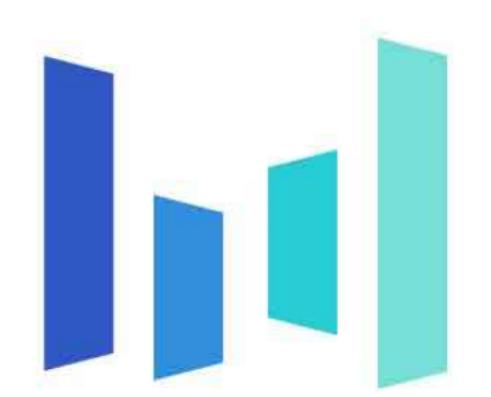
- > 完整的url字符串
- > 创建URL对象
- > 通过URL#openConnection() 强制转换得到HttpURLConnection 连接对象
- > 设置header、超时、cookies等属性
- > 通过HttpURLConnection#getOutputStream() 输出流写入request body
- > 判断返回的code
- > 从HttpURLConnection#getInputStream() 中读取返回内容
- > 解析内容并使用

4 在主线程更新界面

```
private void requestBase(final String userName){  
    new Thread(new Runnable() {  
        @Override  
        public void run() {  
            List<Repo> repos = baseGetReposFromRemote(userName);  
            if (repos != null && !repos.isEmpty()) {  
                page++;  
                new Handler(getMainLooper()).post(new Runnable() {  
                    @Override  
                    public void run() {  
                        showRepos(repos);  
                    }  
                });  
            }  
        }  
    }).start();  
}
```

进阶实现——Retrofit



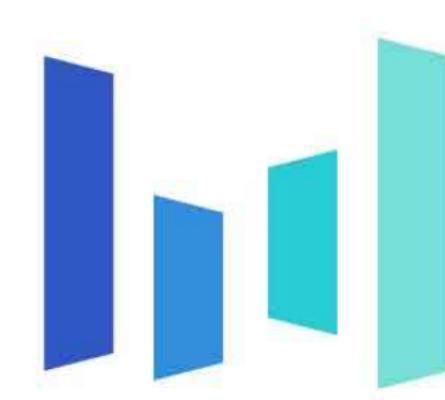


retrofit

Java注解

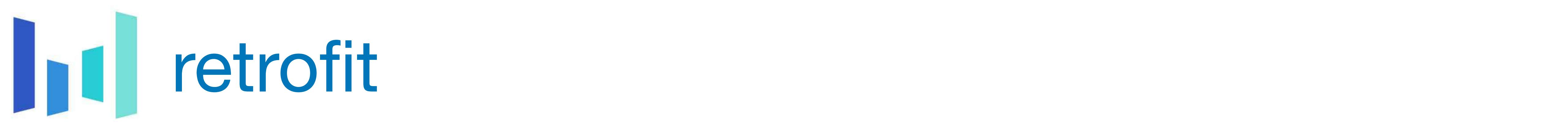
- Java 注解用于为 Java 代码提供元数据。
- 注解不直接影响你的代码执行
- 使用 @XXX
- 定义 @interface XXX

```
@Override  
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main);  
}  
  
@Target(ElementType.METHOD)  
@Retention(RetentionPolicy.SOURCE)  
public @interface Override {  
}
```



元注解 (meta-annotation) : 作用于注解的注解

- @Target 注解作用的类型
 - FIELD, METHOD, PARAMETER, CONSTRUCTOR, LOCAL_VARIABLE, ANNOTATION_TYPE, PACKAGE, TYPE_PARAMETER, TYPE_USE
- @Retention 注解的保留时间范围
 - SOURCE CLASS RUNTIME
- @Documented javadoc生成文档时是否保留注解信息
- @Inherited 使注解具有继承性
- @Repeatable (java1.8加入)

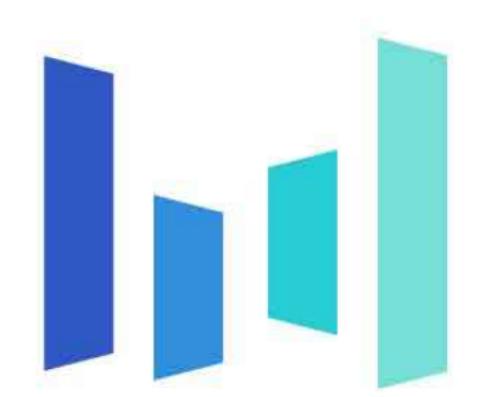


1、添加 retrofit 依赖与 retrofit-gson 依赖

The screenshot shows the Android Studio interface with the project structure on the left and the build.gradle file open in the main editor. The build.gradle file contains the following code:

```
apply plugin: 'com.android.application'
android {
    dependencies {
        implementation fileTree(dir: "libs", include: ["*.jar"])
        implementation 'androidx.appcompat:appcompat:1.2.0'
        implementation 'com.squareup.retrofit2:retrofit:2.9.0'
        implementation 'com.squareup.retrofit2:converter-gson:2.9.0'
    }
}
```

The last two dependency lines are highlighted with a red rectangle. The project structure on the left shows the app module with its build.gradle file selected.



retrofit

2、创建 java 类，加上Gson注解

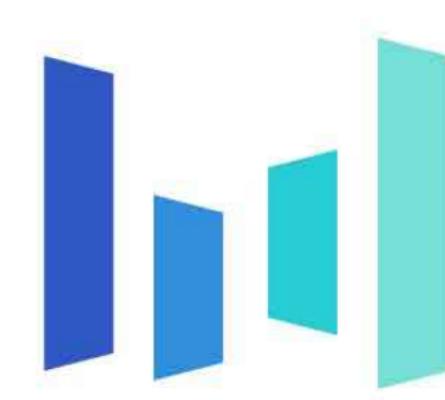
```
public class Repo {  
    // 仓库名  
    @SerializedName("name")  
    private String name;  
  
    // 仓库描述  
    @SerializedName("description")  
    private String description;  
  
    // 仓库 fork 数量  
    @SerializedName("forks_count")  
    private long forksCount;  
  
    // 仓库 star 数量  
    @SerializedName("stargazers_count")  
    private long starsCount;  
  
    public String getName() { return name; }  
  
    public String getDescription() { return description; }  
  
    public long getForksCount() { return forksCount; }  
  
    public long getStarsCount() { return starsCount; }  
}
```



3、根据 api 信息（请求方法、URL、响应体结构等）创建 retrofit 所需要的接口方法

```
public interface GitHubService {  
    /**  
     * 假设我们现在传入的 userName 参数为 JakeWharton, 那么经过在程序运行时, 经过 @Path 的匹配  
     * 替换掉 {username} 之后就会变成 users/JakeWharton/repos  
     */  
    @GET("users/{username}/repos")  
    Call<List<Repo>> getRepos(@Path("username") String userName,  
                                @Query("page") int page,  
                                @Query("per_page") int perPage,  
                                @Header("accept") String accept);  
}
```

`@Path`: 替换url中的path；`@Query` 在url中加入query；`@Header`在http头部中加入键值对



Retrofit的注解

标识Http方法

@GET、@POST、@HEAD、@PUT、@DELETE、@OPTIONS、@PATCH...

标识参数类型方法

@Query、@QueryMap、@Body、@Header、@Field、@Tag、@Path...

标识参数类型方法

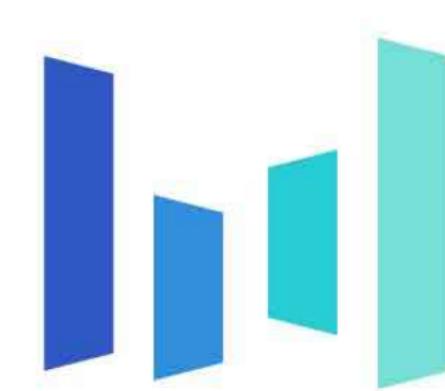
@Multipart、@Streaming、FormUrlEncoded



4、创建 retrofit 对象

```
private final Retrofit retrofit = new Retrofit.Builder()
    .baseUrl("https://api.github.com/")
    .addConverterFactory(GsonConverterFactory.create())
    .build();
```

GsonConverterFactory 是 retrofit 用来将 json 转换成 java 类的工具，
如果你想用 jackson 的，有 JacksonConverterFactory



retrofit

5、用retrofit对象和api的class动态创建接口服务对象

```
GitHubService service = retrofit.create(GitHubService.class);
```

这里用了动态代理技术，可以想象这句代码干了下面的事

```
GitHubService service = new GitHubService() {
    @Override
    public Call<List<Repo>> getRepos(String userName, int page, int perPage, String accept) {
        //这里用了动态代理的技术，

        Call<Response> call = new Call() {
            @Override
            public Response execute() throws IOException {
                // 这个方法将传入的参数配置好，进行http请求，并将结果用GsonConvert转成List<Repo>对象
                return response;
            }
        };
        return call;
    }
};
```



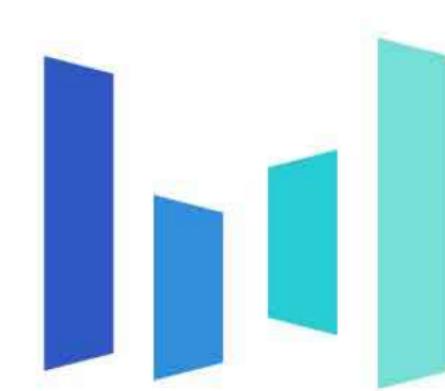
6、调用接口的方法，向远端服务器发送请求

```
private void requestRetrofitSync(final String userName){  
    new Thread(new Runnable() {  
        @Override  
        public void run() {  
            GitHubService service = retrofit.create(GitHubService.class);  
            Call<List<Repo>> call = service.getRepos(userName, page, perPage: 10, accept: "application/vnd.github.v3+json");  
            try {  
                Response<List<Repo>> response = call.execute();  
                if (response.isSuccessful() && !response.body().isEmpty()) {  
                    page++;  
                    new Handler(getMainLooper()).post(new Runnable() {  
                        @Override  
                        public void run() {  
                            showRepos(response.body());  
                        }  
                    });  
                }  
            } catch (IOException e) {  
                e.printStackTrace();  
            }  
        }  
    }).start();  
}
```

首先调用service的方法，得到一个Call对象

一个Call对象表示对远端服务器的一次请求

调用call.execute执行这次请求



retrofit

7、根据Response判断成功失败，并切回主线程更新UI

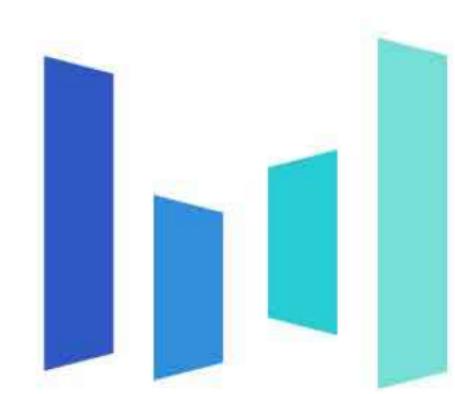
```
private void requestRetrofitSync(final String userName){
    new Thread(new Runnable() {
        @Override
        public void run() {
            GitHubService service = retrofit.create(GitHubService.class);
            Call<List<Repo>> call = service.getRepos(userName, page, perPage: 10, accept: "application/vnd.github.v3+json");
            try {
                Response<List<Repo>> response = call.execute();
                if (response.isSuccessful() && !response.body().isEmpty()){
                    page++;
                    new Handler(getMainLooper()).post(new Runnable() {
                        @Override
                        public void run() {
                            showRepos(response.body());
                        }
                    });
                }
            } catch (IOException e) {
                e.printStackTrace();
            }
        }
    }).start();
}
```

URLConnection vs Retrofit

```
private void requestBase(final String userName) {
    new Thread(new Runnable() {
        @Override
        public void run() {
            List<Repo> repos = baseGetReposFromRemote(
                userName, page, perPage: 10, accept: "application/vnd.github.v3+json")
            if (repos != null && !repos.isEmpty()) {
                page++;
                new Handler(getMainLooper()).post(new Runnable() {
                    @Override
                    public void run() {
                        showRepos(repos);
                    }
                });
            }
        }
    }).start();
}
```

这里面复杂的工作Retrofit做掉了

```
private void requestRetrofitSync(final String userName){
    new Thread(new Runnable() {
        @Override
        public void run() {
            GitHubService service = retrofit.create(GitHubService.class);
            Call<List<Repo>> call = service.getRepos(userName, page, perPage: 10, accept: "application/vnd.github.v3+json");
            try {
                Response<List<Repo>> response = call.execute();
                if (response.isSuccessful() && !response.body().isEmpty()){
                    page++;
                    new Handler(getMainLooper()).post(new Runnable() {
                        @Override
                        public void run() {
                            showRepos(response.body());
                        }
                    });
                }
            } catch (IOException e) {
                e.printStackTrace();
            }
        }
    }).start();
}
```

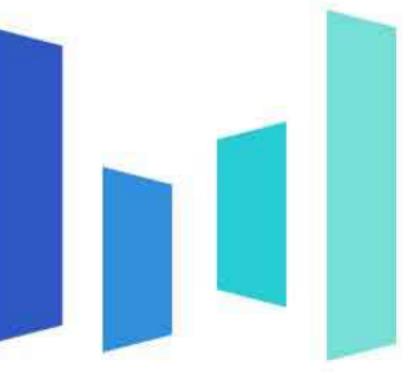


Retrofit提供了同步和异步两种调用方式，其异步方式处理了线程切换

```
/**
 * Synchronously send the request and return its response.
 *
 * @throws IOException if a problem occurred talking to the server.
 * @throws RuntimeException (and subclasses) if an unexpected error occurs creating the request or
 *         decoding the response.
 */
Response<T> execute() throws IOException;

/**
 * Asynchronously send the request and notify {@code callback} of its response or if an error
 * occurred talking to the server, creating the request, or processing the response.
 */
void enqueue(Callback<T> callback);

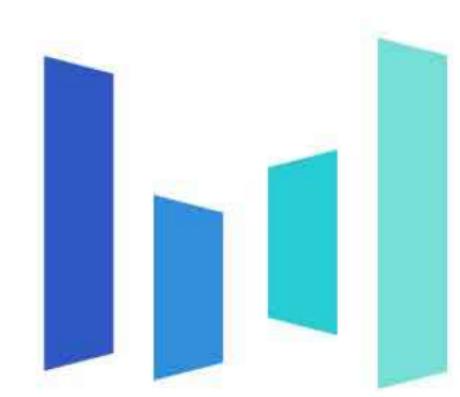
/**
 * Returns true if this call has been either {@link #execute()} executed or {@link
 * #enqueue(Callback)} enqueued}. It is an error to execute or enqueue a call more than once.
 */
```



```
private void requestRetrofitAsync(String userName) {  
    GitHubService service = retrofit.create(GitHubService.class);  
  
    Call<List<Repo>> repos = service.getRepos(userName, page, perPage: 10, accept: "application/vnd.github.v3+json");  
    repos.enqueue(new Callback<List<Repo>>() {  
        @Override  
        public void onResponse(final Call<List<Repo>> call, final Response<List<Repo>> response) {  
            if (!response.isSuccessful()) {  
                return;  
            }  
            final List<Repo> repoList = response.body();  
            if (repoList == null || repoList.isEmpty()) {  
                return;  
            }  
            page++;  
            showRepos(repoList);  
        }  
  
        @Override  
        public void onFailure(final Call<List<Repo>> call, final Throwable t) {  
            t.printStackTrace();  
        }  
    });  
}
```

作业



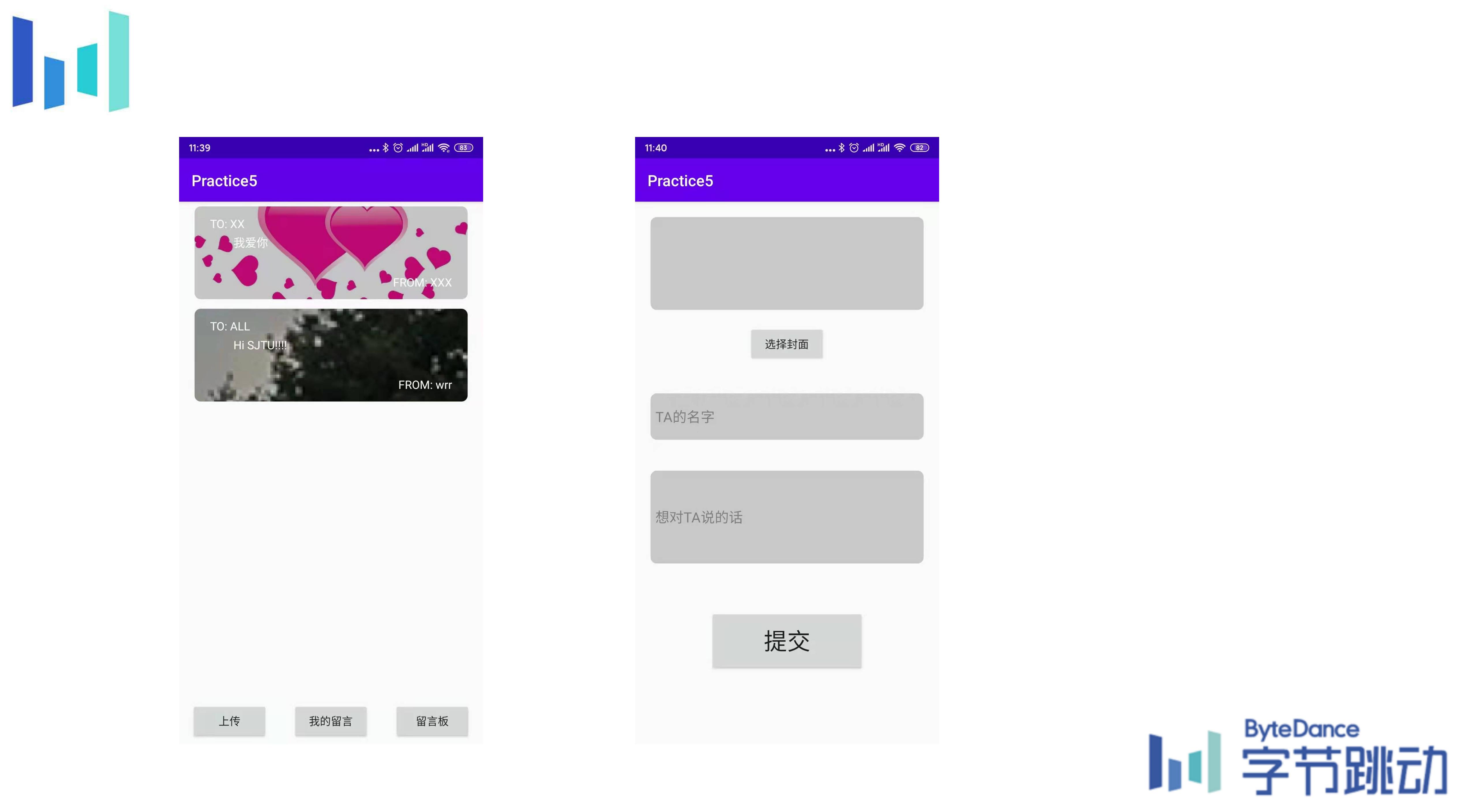


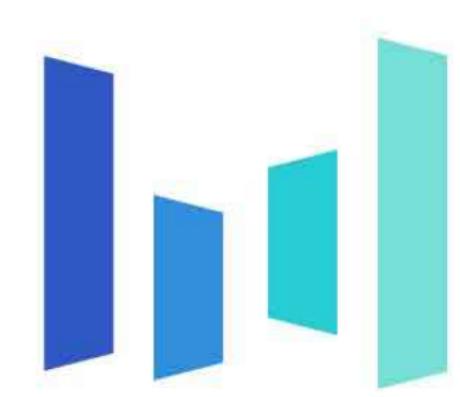
实现一个留言板 [接口文档](#)

- (1) 通过HttpURLConnection 的方式拉取留言列表
- (2) 通过Retrofit 的方式实现提交留言
- (3) 选做: 通过HttpURLConnection方式实现留言提交

用Socket实现简单的Head请求

用Socket的方式实现简单Head请求



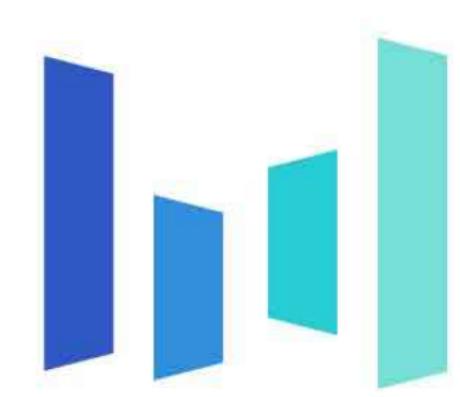


```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com/bytedance.practice5">
    <!--    TODO 0 补上网络权限-->
    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
    <uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE"/>
```

```
public class Constants {
    public static final String BASE_URL = "https://api-sjtu-camp-2021.bytedance.com/homework/invoke/";
    //TODO 1这里写上自己的学号和名字
    public static final String STUDENT_ID = "1234";
    public static final String USER_NAME = "我的名字";
```

```
//TODO 2
// 用HttpURLConnection实现获取留言列表数据，用Gson解析数据，更新UI（调用adapter.setData()方法）
// 注意网络请求和UI更新分别应该放在哪个线程中
private void getData(String studentId){

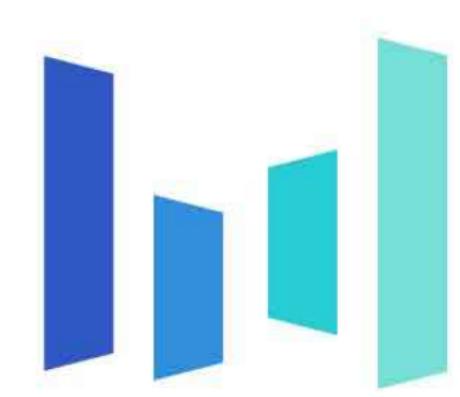
}
```



```
private void initNetwork() {  
    //TODO 3  
    // 创建Retrofit实例  
    // 生成api对象  
}
```

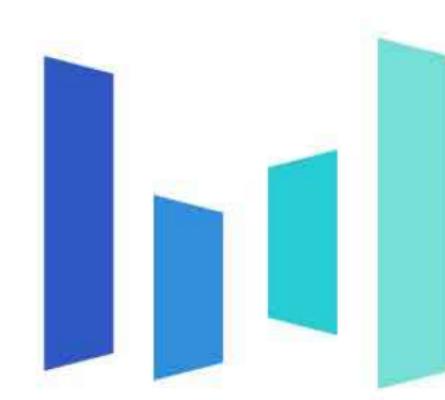
```
public interface IApi {  
  
    //TODO 4  
    // 补全所有注解  
    Call<UploadResponse> submitMessage(String studentId,  
                                         String extraValue,  
                                         MultipartBody.Part from,  
                                         MultipartBody.Part to,  
                                         MultipartBody.Part content,  
                                         MultipartBody.Part image);  
}
```

```
//TODO 5  
// 使用api.submitMessage()方法提交留言  
// 如果提交成功则关闭activity, 否则弹出toast
```



```
@Override  
public void run() {  
    // TODO 6| 用socket实现简单的HEAD请求（发送content）  
    // 将返回结果用callback.onresponse(result)进行展示  
}
```

```
= // TODO 7 选做 用URLConnection的方式实现提交  
private void submitMessageWithURLConnection(){  
}
```



- 提交到你的 Repository 中 Homework-Chapter-5 目录。
- 将git仓库名字发送到 wenruri@bytedance.com, 邮件标题：交大+名字
+学号 第五课
- 截止日期：3月26日 19:00

Q&A





THANKS

