

第8章 RocketMQ消息中间件

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(内部资料，请勿外传)



目的和要求

- 了解为什么要使用消息中间件。
- 熟悉RocketMQ消息中间件的基本概念和工作原理。
- 掌握Spring Boot与RocketMQ的整合实现与应用。



主要内容

- 8.1 消息服务概述
- 8.2 RocketMQ基础
- 8.3 RocketMQ整合案例



8.3 RocketMQ整合案例

■ 8.3.1 消息生产和消费案例

■ 8.3.2 电商秒杀应用案例



8.3.1 消息生产和消费案例

- 本案例基于**Spring Boot**整合**RocketMQ**消息中间件，实现单向消息、同步消息、异步消息、顺序消息、批量消息、延迟消息、事务消息的生产和消费。



相关注解

- **@RocketMQTransactionListener(rocketMQTemplateBeanName)**: 声明一个本地事务监听器
 - ✧ **rocketMQTemplateBeanName**为消息生产者发送消息的"RocketMQTemplate"Bean实例名
- **@RocketMQMessageListener(nameServer, topic, consumerGroup, messageModel)**: 声明一个消息消费者
 - ✧ **nameServer**为RocketMQ NameServer;
 - ✧ **topic**为消费的消息主题;
 - ✧ **consumerGroup**为消费者所在组名;
 - ✧ **messageModel**为消息模式, 默认为**CLUSTERING**;
 - ✧ **consumeMode**为消费模式, 默认为**CONCURRENTLY**



整合步骤

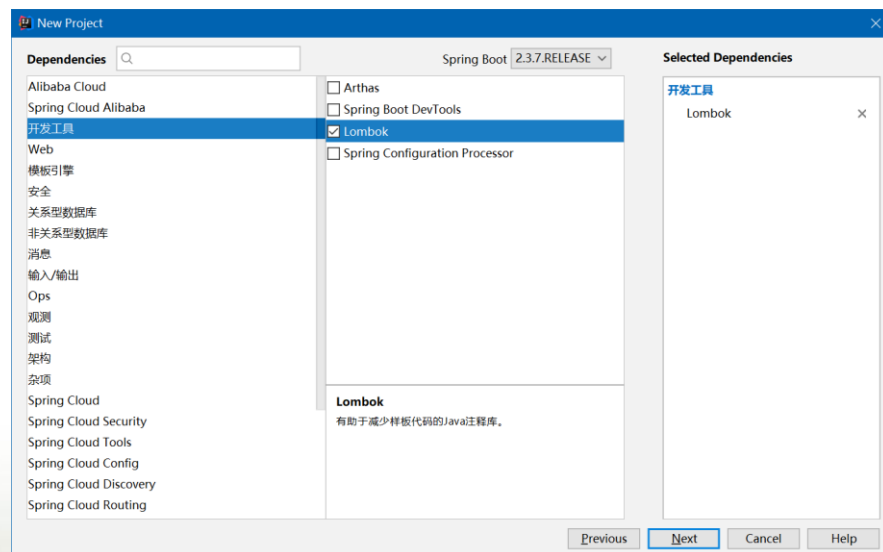
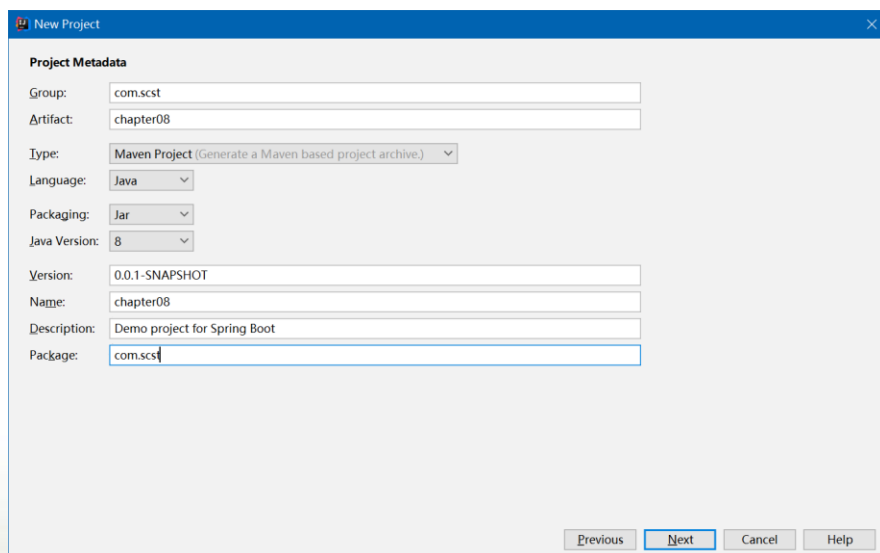
- 1) 创建**Spring Boot**父项目
- 2) 创建公共模块
- 3) 创建消息生产者模块
- 4) 创建消息消费者模块
- 5) 效果测试



1) 创建Spring Boot父项目

- 使用Spring Initializr方式创建一个Spring Boot项目chapter08，在Dependencies依赖选择中选择开发工具模块中的Lombok依赖

○



父项目chapter08

```
<groupId>com.scst</groupId>  
<artifactId>chapter08</artifactId>  
<version>0.0.1-SNAPSHOT</version>  
<packaging>pom</packaging>  
<name>chapter08</name>  
<description>Demo project for Spring Boot</description>
```



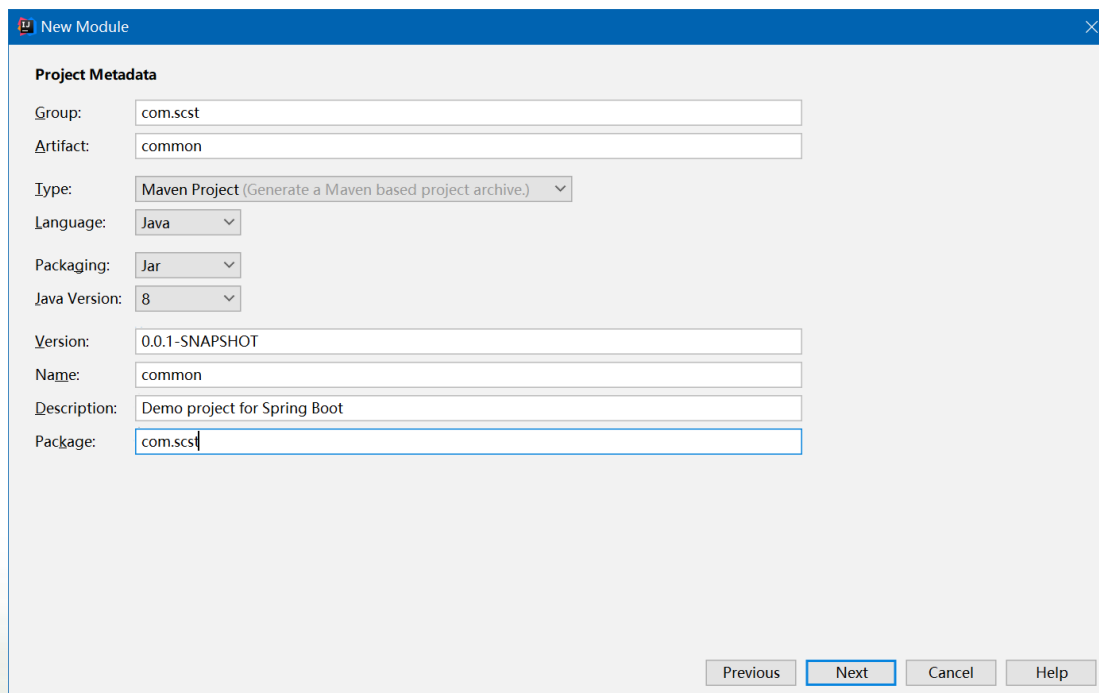
2) 创建公共模块

- 该公共模块用于组织实体类和工具类。
- 搭建步骤：
 - ✧ ① 创建 **Spring Boot** 模块
 - ✧ ② 创建消息实体类



①创建Spring Boot模块

■ 在chapter08项目中，使用Spring Initializr方式创建一个Spring Boot模块common。



New Module

Project Metadata

Group: com.scst

Artifact: common

Type: Maven Project (Generate a Maven based project archive.)

Language: Java

Packaging: Jar

Java Version: 8

Version: 0.0.1-SNAPSHOT

Name: common

Description: Demo project for Spring Boot

Package: com.scst

Previous Next Cancel Help



建立父项目依赖

- 在**common**模块的**pom.xml**文件中引入对父项目**chapter08**依赖，示例代码如下。

```
<parent>  
  <artifactId>chapter08</artifactId>  
  <groupId>com.scst</groupId>  
  <version>0.0.1-SNAPSHOT</version>  
</parent>
```



②创建消息实体类

- 在common模块中新建一个com.scst.domain包，并在包中创建一个实体类Order，作为消息的消息体类型。



Order类

```
package com.scst.domain;

import lombok.AllArgsConstructor;
import lombok.Data;
import lombok.NoArgsConstructor;
import java.util.Date;

@Data
@AllArgsConstructor
@NoArgsConstructor
public class Order {

    private String orderId;           //唯一订单号（由雪花算法生成），据此实现消费幂等性
    private String userId;           //用户ID
    private String productId;        //商品ID
    private Integer purchaseNum;     //购买数量
    private boolean status;          //是否支付
    private Date createTime;         //下单时间
}
```


3) 创建消息生产者模块

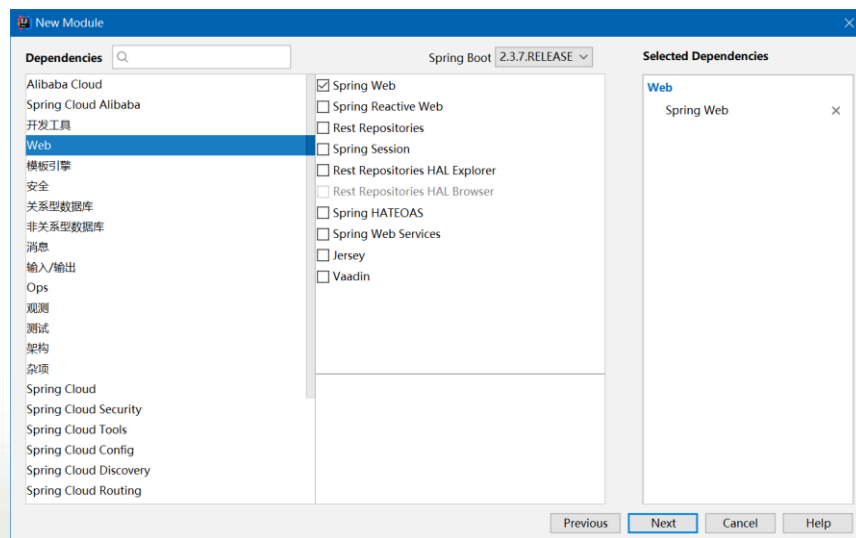
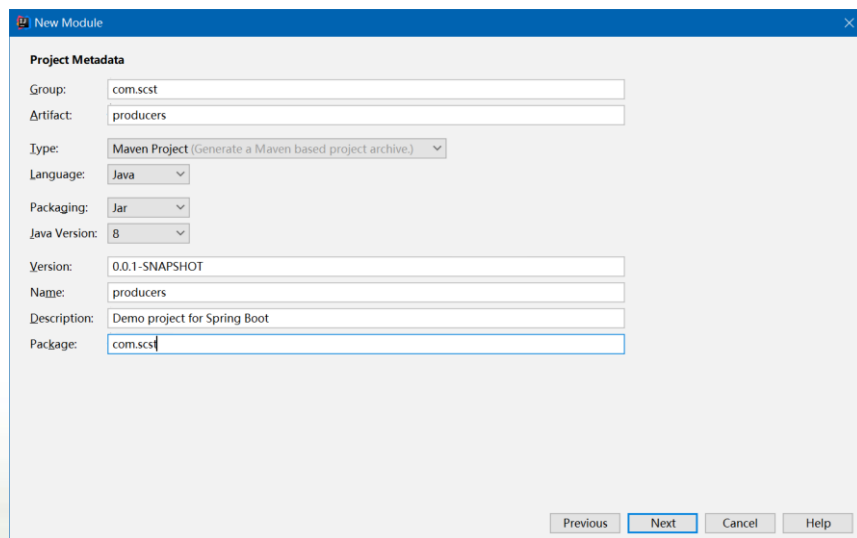
■ 搭建步骤:

- ✧ ① 创建**Spring Boot**模块
- ✧ ② 配置消息中间件连接
- ✧ ③ 创建消息生产服务类
- ✧ ④ 创建**Web**控制器类



①创建Spring Boot模块

- 在chapter08项目中，使用Spring Initializr方式创建一个Spring Boot模块producers，在Dependencies依赖选择中选择Web模块中的Spring Web依赖。



建立父项目和公共模块依赖

- 在producers模块的pom.xml文件中引入对父项目chapter08和公共模块common的依赖，示例代码如下。

```
<parent>
  <artifactId>chapter08</artifactId>
  <groupId>com.scst</groupId>
  <version>0.0.1-SNAPSHOT</version>
</parent>
<dependencies>
  <dependency>
    <groupId>com.scst</groupId>
    <artifactId>common</artifactId>
    <version>0.0.1-SNAPSHOT</version>
  </dependency>
</dependencies>
```

引入RocketMQ依赖启动器

```
<!-- RocketMQ依赖启动器 -->
```

```
<dependency>
```

```
  <groupId>org.apache.rocketmq</groupId>
```

```
  <artifactId>rocketmq-spring-boot-starter</artifactId>
```

```
  <version>2.1.1</version>
```

```
</dependency>
```



②配置消息中间件连接

- 在**producers**模块的全局配置文件**application.properties**中添加**RocketMQ**消息中间件的连接配置，示例代码如下。

#RocketMQ NameServer地址，多个nameserver地址采用";"分隔

```
rocketmq.name-server=127.0.0.1:9876
```

```
#rocketmq.name-server=127.0.0.1:9876;192.168.31.173:9876
```

#消息生产者组名

```
rocketmq.producer.group=producer-group
```



③创建消息生产服务类

- 在producers模块中新建一个 **com.scst.service** 包，并在包中新建一个业务类 **ProduceService**，实现单向消息、同步消息、异步消息、顺序消息、批量消息、延迟消息、事务消息的生产和发送。



ProduceService类

```
package com.scst.service;

import com.scst.domain.Order;
import lombok.extern.slf4j.Slf4j;
import org.apache.rocketmq.client.producer.SendCallback;
import org.apache.rocketmq.client.producer.SendResult;
import org.apache.rocketmq.client.producer.TransactionSendResult;
import org.apache.rocketmq.spring.annotation.RocketMQTransactionListener;
import org.apache.rocketmq.spring.core.RocketMQLocalTransactionListener;
import org.apache.rocketmq.spring.core.RocketMQLocalTransactionState;
import org.apache.rocketmq.spring.core.RocketMQTemplate;
import org.springframework.beans.factory.annotation.Autowired;
import org.springframework.messaging.Message;
import org.springframework.messaging.support.MessageBuilder;
import org.springframework.stereotype.Service;
import java.util.ArrayList;
import java.util.Date;
import java.util.List;
import java.util.concurrent.ConcurrentHashMap;
```

ProduceService类

@Slf4j

@Service

//消息生产服务

public class ProduceService {

@Autowired

private RocketMQTemplate rocketMQTemplate;

private String destination;

private Object payload;

//1.发送单向消息

public void sendOneWayMessage(String topic, String tag) {

this.destination = topic;

if (tag != null) {

this.destination = topic + ":" + tag;

}

this.payload = new Order("O01", "U01", "P01", 2, false, new Date());

rocketMQTemplate.convertAndSend(this.destination, this.payload);

}

ProduceService类

//2.发送同步消息

```
public void sendSyncMessage(String topic, String tag) {  
    this.destination = topic;  
    if (tag != null) {  
        this.destination = topic + ":" + tag;  
    }  
    this.payload = new Order("O01", "U01", "P01", 2, false, new Date());  
    SendResult sendResult = rocketMQTemplate.syncSend(this.destination, this.payload);  
    log.info("【同步发送结果】{}", sendResult);  
}
```



ProduceService类

//3.发送异步消息

```
public void sendAsyncMessage(String topic, String tag) {  
    this.destination = topic;  
    if (tag != null) {  
        this.destination = topic + ":" + tag;  
    }  
    this.payload = new Order("O01", "U01", "P01", 2, false, new Date());  
    rocketMQTemplate.asyncSend(this.destination, this.payload, new SendCallback() {  
        @Override  
        public void onSuccess(SendResult sendResult) {  
            log.info("【异步发送结果】{}", sendResult);  
        }  
        @Override  
        public void onException(Throwable throwable) {  
            log.error("【异步发送异常】{}", throwable.getMessage());  
        }  
    });  
}
```

ProduceService类

//4.发送顺序消息

```
public void sendOrderedMessages(String topic, String tag) {  
    this.destination = topic;  
    if (tag != null) {  
        this.destination = topic + ":" + tag;  
    }  
    for (int i = 0; i < 10; i++) {  
        //hashkey用于选择消息队列，只有在相同队列的消息能保持顺序  
        rocketMQTemplate.syncSendOrderly(this.destination, new Order("O0" + i, "U01", "P01", 2, false, new  
Date(), "hashKey"));  
    }  
}
```



ProduceService类

//5.发送批量消息

```
public void sendBatchMessages(String topic, String tag) {  
    this.destination = topic;  
    if (tag != null) {  
        this.destination = topic + ":" + tag;  
    }  
    List<Message> messages = new ArrayList<>();  
    for (int i = 0; i < 10; i++) {  
        this.payload = new Order("O0" + i, "U01", "P01", 2, false, new Date());  
        Message<Object> message = MessageBuilder.withPayload(this.payload).build();  
        messages.add(message);  
    }  
    SendResult sendResult = rocketMQTemplate.syncSend(this.destination, messages, 1000);  
    log.info("【批量发送结果】{}", sendResult);  
}
```


ProduceService类

//6.发送延迟消息

```
public void sendDelayMessage(String topic, String tag) {  
    this.destination = topic;  
    if (tag != null) {  
        this.destination = topic + ":" + tag;  
    }  
    this.payload = new Order("O01", "U01", "P01", 2, false, new Date());  
    Message<Object> message = MessageBuilder.withPayload(this.payload).build();  
    //设置延迟时间为10s(1s/5s/10s/30s/1m/2m/3m/4m/5m/6m/7m/8m/9m/10m/20m/30m/1h/2h)  
    SendResult sendResult = rocketMQTemplate.syncSend(this.destination, message, 100000, 3);  
    log.info("【延迟发送结果】{}", sendResult);  
}
```



ProduceService类

//7.发送事务消息

```
public void sendTransactionMessage(String topic, String tag) {  
    this.destination = topic;  
    if (tag != null) {  
        this.destination = topic + ":" + tag;  
    }  
    this.payload = new Order("O01", "U01", "P01", 2, false, new Date());  
    Message<Object> message = MessageBuilder.withPayload(this.payload).build();  
    log.info("【发送半消息】{}", message.getPayload());  
    TransactionSendResult result = rocketMQTemplate.sendMessageInTransaction(this.destination, message,  
this.payload);  
    log.info("【本地事务状态】{}", result.getLocalTransactionState());  
}
```



ProduceService类

//声明本地事务监听器

@RocketMQTransactionListener(rocketMQTemplateBeanName = "rocketMQTemplate")

class ProducerLocalTransactionListener implements RocketMQLocalTransactionListener {

private ConcurrentHashMap<String, Object> localTrans = new ConcurrentHashMap<>();

//半消息投递成功后执行的逻辑

@Override

public RocketMQLocalTransactionState **executeLocalTransaction**(Message message, Object o) {

try {

log.info("【收到半消息响应ACK，执行本地事务：】");

log.info("Message:{ }", message);

log.info("Object:{ }", o);

localTrans.put(message.getHeaders().getId() + "", message.getPayload());

return RocketMQLocalTransactionState.UNKNOWN;

//return RocketMQLocalTransactionState.COMMIT;

} catch (Exception e) {

e.printStackTrace();

log.error("【执行本地事务异常】 Exception:{ }", e.getMessage());

return RocketMQLocalTransactionState.ROLLBACK;

}

}

ProduceService类

```
//回查本地事务执行状态
```

```
@Override
```

```
public RocketMQLocalTransactionState checkLocalTransaction(Message message) {
```

```
    log.info("【检查本地事务状态】");
```

```
    return RocketMQLocalTransactionState.COMMIT;
```

```
}
```

```
}
```

```
}
```



④创建Web控制器类

- 在producers模块中新建一个 **com.scst.controller** 包，并在包中新建一个 **Web控制类ProduceController**，并在该类中实现单向消息、同步消息、异步消息、顺序消息、批量消息、延迟消息、事务消息的发送请求。



ProduceController类

```
package com.scst.controller;

import com.scst.service.ProduceService;
import org.springframework.beans.factory.annotation.Autowired;
import org.springframework.web.bind.annotation.GetMapping;
import org.springframework.web.bind.annotation.RestController;

@RestController
public class ProduceController {

    @Autowired
    private ProduceService produceService;

    private String topic = "msg-topic";
    private String tag = "TagA";

    @GetMapping("/transactionMessage")
    public void testTransactionMessage() {
        produceService.sendTransactionMessage(topic, tag);
    }
}
```


ProduceController类

```
@GetMapping("/onewayMessage")  
public void testOnewayMessage() {  
    produceService.sendOneWayMessage(topic, tag);  
}
```

```
@GetMapping("/syncMessage")  
public void testSyncMessage() {  
    produceService.sendSyncMessage(topic, tag);  
}
```

```
@GetMapping("/asyncMessage")  
public void testAsyncMessage() {  
    produceService.sendAsyncMessage(topic, tag);  
}
```



ProduceController类

```
@GetMapping("/delayMessage")
public void testDelayMessage() {
    produceService.sendDelayMessage(topic, tag);
}

@GetMapping("/orderedMessages")
public void testOrderedMessages() {
    produceService.sendOrderedMessages(topic, tag);
}

@GetMapping("/batchMessages")
public void testBatchMessages() {
    produceService.sendBatchMessages(topic, tag);
}
}
```

4) 创建消息消费者模块

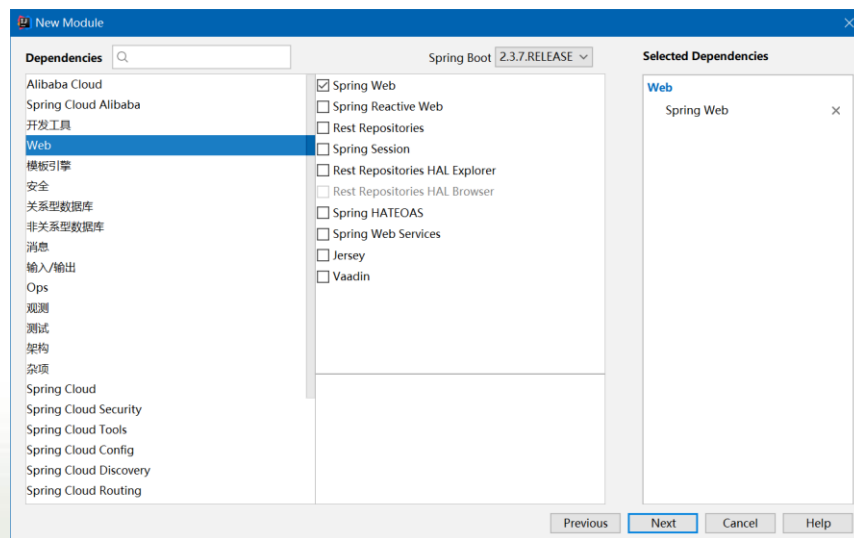
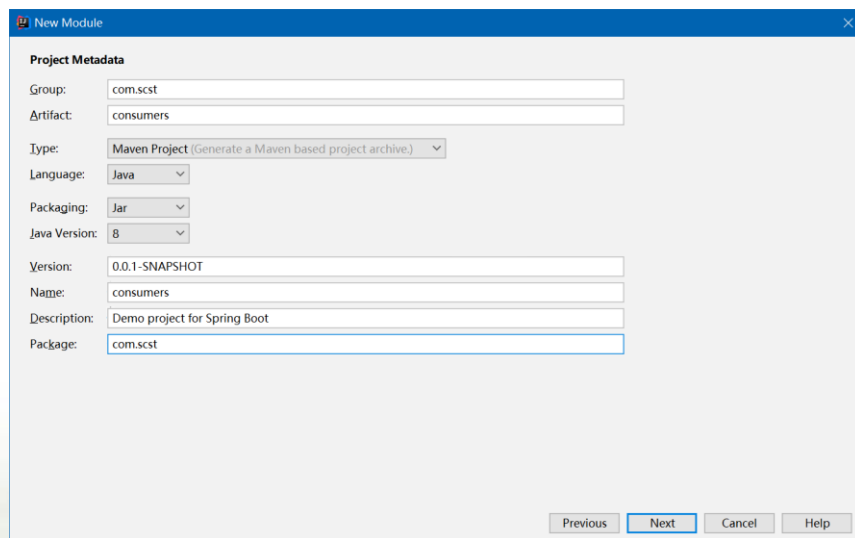
■ 搭建步骤:

- ✧ ① 创建**Spring Boot**模块
- ✧ ② 配置消息中间件连接
- ✧ ③ 创建消息消费服务类



①创建Spring Boot模块

- 在chapter08项目中，使用Spring Initializr方式创建一个Spring Boot模块consumers，在Dependencies依赖选择中选择Web模块中的Spring Web依赖。



建立父项目和公共模块依赖

- 在**consumers**模块的**pom.xml**文件中引入对父项目**chapter08**和公共模块**common**的依赖，示例代码如下。

```
<parent>
  <artifactId>chapter08</artifactId>
  <groupId>com.scst</groupId>
  <version>0.0.1-SNAPSHOT</version>
</parent>
<dependencies>
  <dependency>
    <groupId>com.scst</groupId>
    <artifactId>common</artifactId>
    <version>0.0.1-SNAPSHOT</version>
  </dependency>
</dependencies>
```

②配置消息中间件连接

- 在**consumers**模块的全局配置文件**application.properties**中添加**RocketMQ**消息中间件的连接配置，示例代码如下。

#RocketMQ NameServer地址，多个nameserver地址采用";"分隔

rocketmq.name-server=127.0.0.1:9876

#rocketmq.name-server=127.0.0.1:9876;192.168.31.173:9876

#消息消费者组名

rocketmq.consumer.group0=consumer-group0

rocketmq.consumer.group1=consumer-group1

rocketmq.consumer.group2=consumer-group2

rocketmq.consumer.group=order-group

③创建消息消费服务类

- 在consumers模块中新建一个 **com.scst.service** 包，并在包中新建一个业务类 **ConsumeService**，实现单向消息、同步消息、异步消息、顺序消息、批量消息、延迟消息、事务消息的监听和消费。



ConsumeService类

```
package com.scst.service;

import com.scst.domain.Order;

import org.apache.rocketmq.spring.annotation.ConsumeMode;
import org.springframework.stereotype.Component;
import org.springframework.stereotype.Service;
import lombok.extern.slf4j.Slf4j;
import org.apache.rocketmq.spring.annotation.MessageModel;
import org.apache.rocketmq.spring.annotation.RocketMQMessageListener;
import org.apache.rocketmq.spring.core.RocketMQListener;

//消息消费服务

@Slf4j
@Service
public class ConsumeService {
```



ConsumeService类

```
@Component
```

//topic需要和生产者的topic一致； consumerGroup属性必须指定，内容可随意； messageModel默认为

CLUSTERING

```
@RocketMQMessageListener(nameServer = "${rocketmq.name-server}", topic = "msg-topic", consumerGroup  
= "${rocketmq.consumer.group0}", messageModel = MessageModel.BROADCASTING)
```

```
class ConsumerInGroup0 implements RocketMQListener<Object> {
```

```
    @Override
```

```
    public void onMessage(Object o) {
```

```
        //消息体（Payload）o为JSON对象(字符串)
```

```
        log.info("C0开始消费消息:{}", o);
```

```
    }
```

```
}
```



ConsumeService类

```
@Component
```

//topic需要和生产者的topic一致； consumerGroup属性必须指定， 内容可随意； consumeMode默认为 CONCURRENTLY

```
@RocketMQMessageListener(nameServer = "${rocketmq.name-server}", topic = "msg-topic", consumerGroup = "${rocketmq.consumer.group1}", consumeMode = ConsumeMode.ORDERLY)
```

```
class ConsumerInGroup1 implements RocketMQListener<Order> {
```

```
    @Override
```

```
    public void onMessage(Order o) {
```

```
        //消息体（Payload）o为Java对象
```

```
        log.info("C1开始消费消息:{}", o);
```

```
    }
```

```
}
```



ConsumeService类

@Component

//topic需要和生产者的topic一致； consumerGroup属性必须指定， 内容可随意； consumeMode默认为CONCURRENTLY； messageModel默认为CLUSTERING

@RocketMQMessageListener(nameServer = "\${rocketmq.name-server}", topic = "msg-topic", consumerGroup = "\${rocketmq.consumer.group2}")

```
class ConsumerInGroup2 implements RocketMQListener<Order> {
```

```
    @Override
```

```
    public void onMessage(Order o) {
```

```
        //消息体（Payload）o为Java对象
```

```
        log.info("C2开始消费消息:{}", o);
```

```
    }
```

```
}
```

```
}
```



5) 效果测试

■ 测试步骤:

- ✧①启动**Name Server**
- ✧②启动**Broker Server**
- ✧③以**8080**端口启动**ProducersApplication**类
- ✧④先后以**8090**和**8091**端口启动**ConsumersApplication**类
- ✧⑤分别访问
<http://localhost:8080/transactionMessage>和
<http://localhost:8080/batchMessages>测试事务消息和批量消息的生产和消费效果。



更改服务端口

Edit Configuration

Name: ☐ Share ☐ Single instance only

Configuration Code Coverage Logs

Main class:

Environment

VM options:

Program arguments:

Working directory:

Environment variables:


Use classpath of module:

☒ Include dependencies with "Provided" scope

JRE:

Shorten command line:

Spring Boot

☐ Enable debug output ☐ Hide banner ☒ Enable launch optimization ☒ Enable JMX agent  Background compilation enabled

Running Application Update Policies

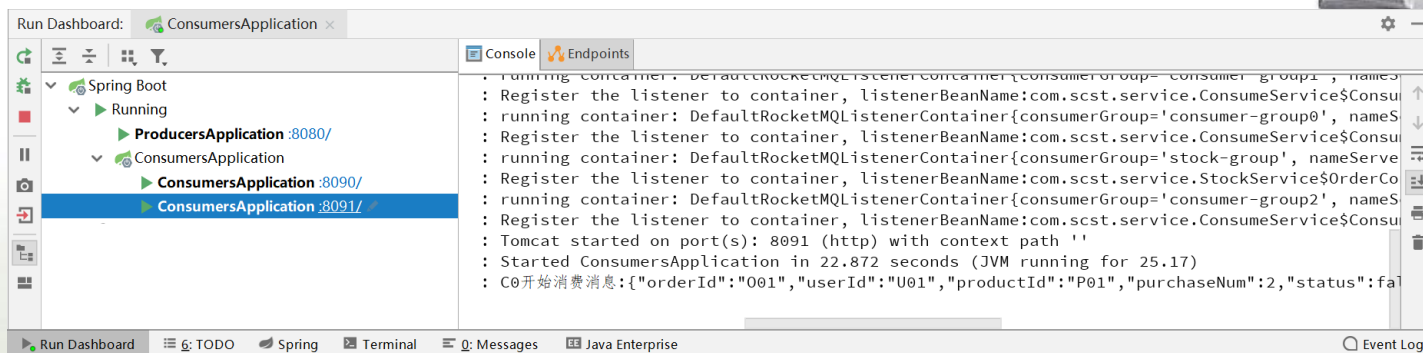
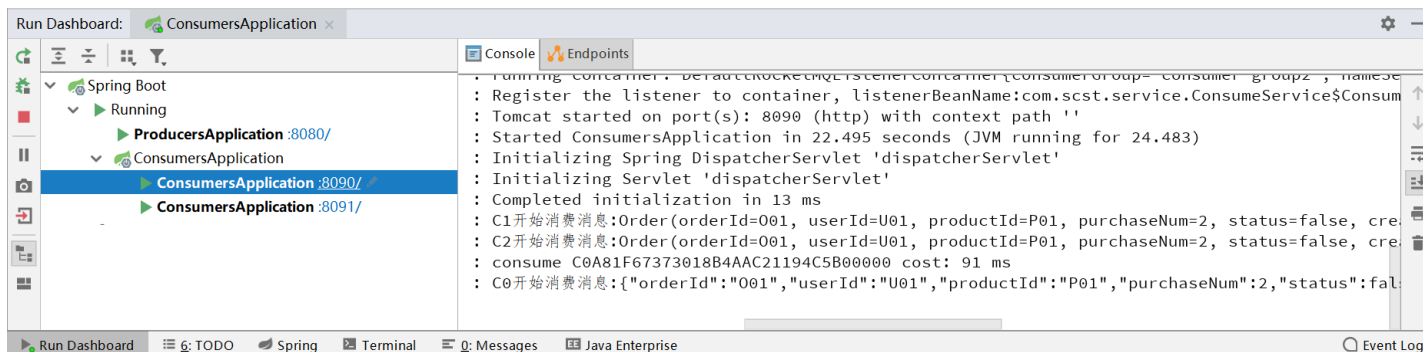
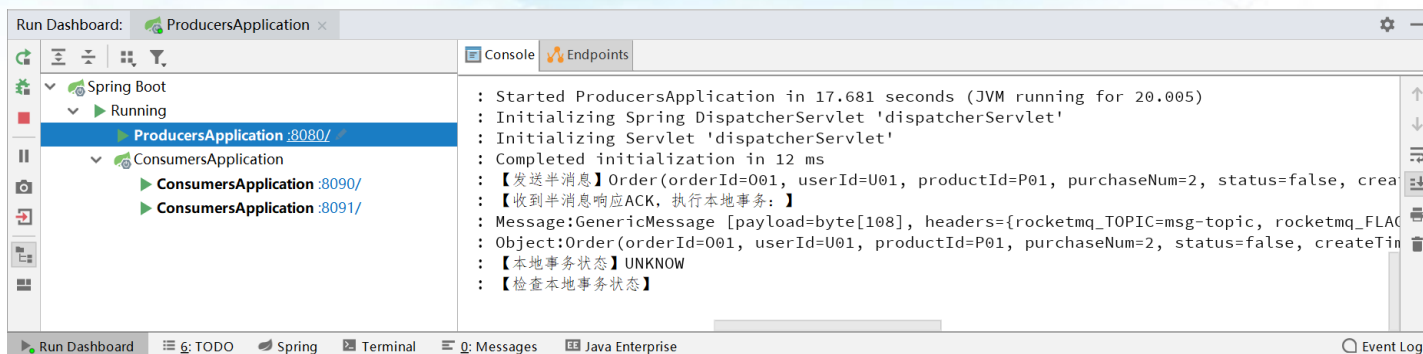
On 'Update' action:

On frame deactivation:

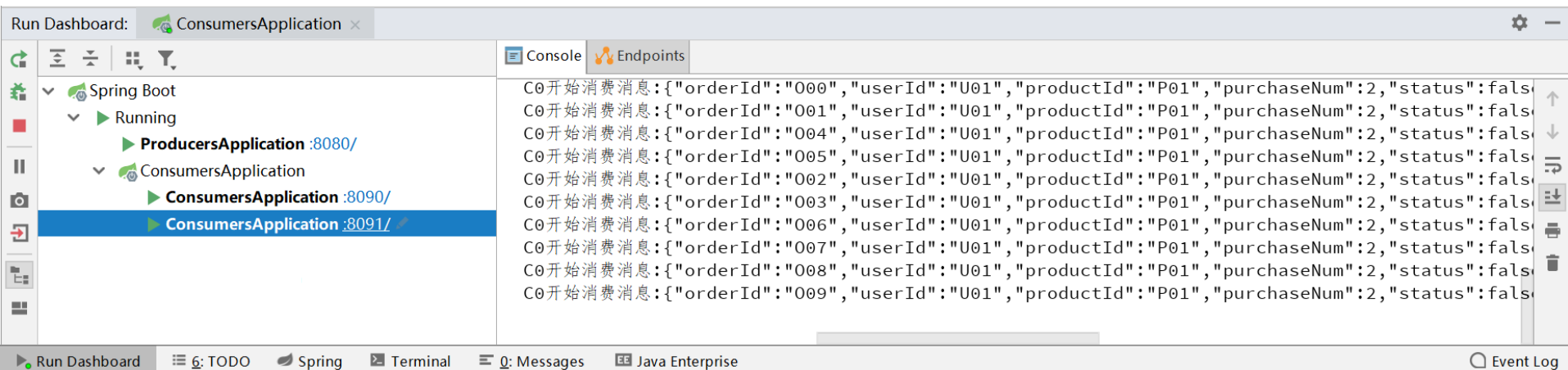
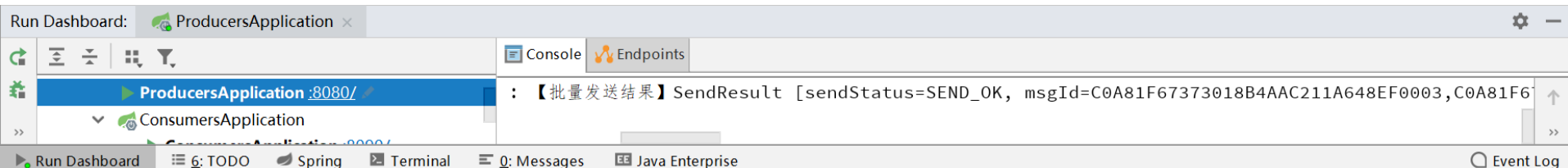
Active profiles:

Override parameters:

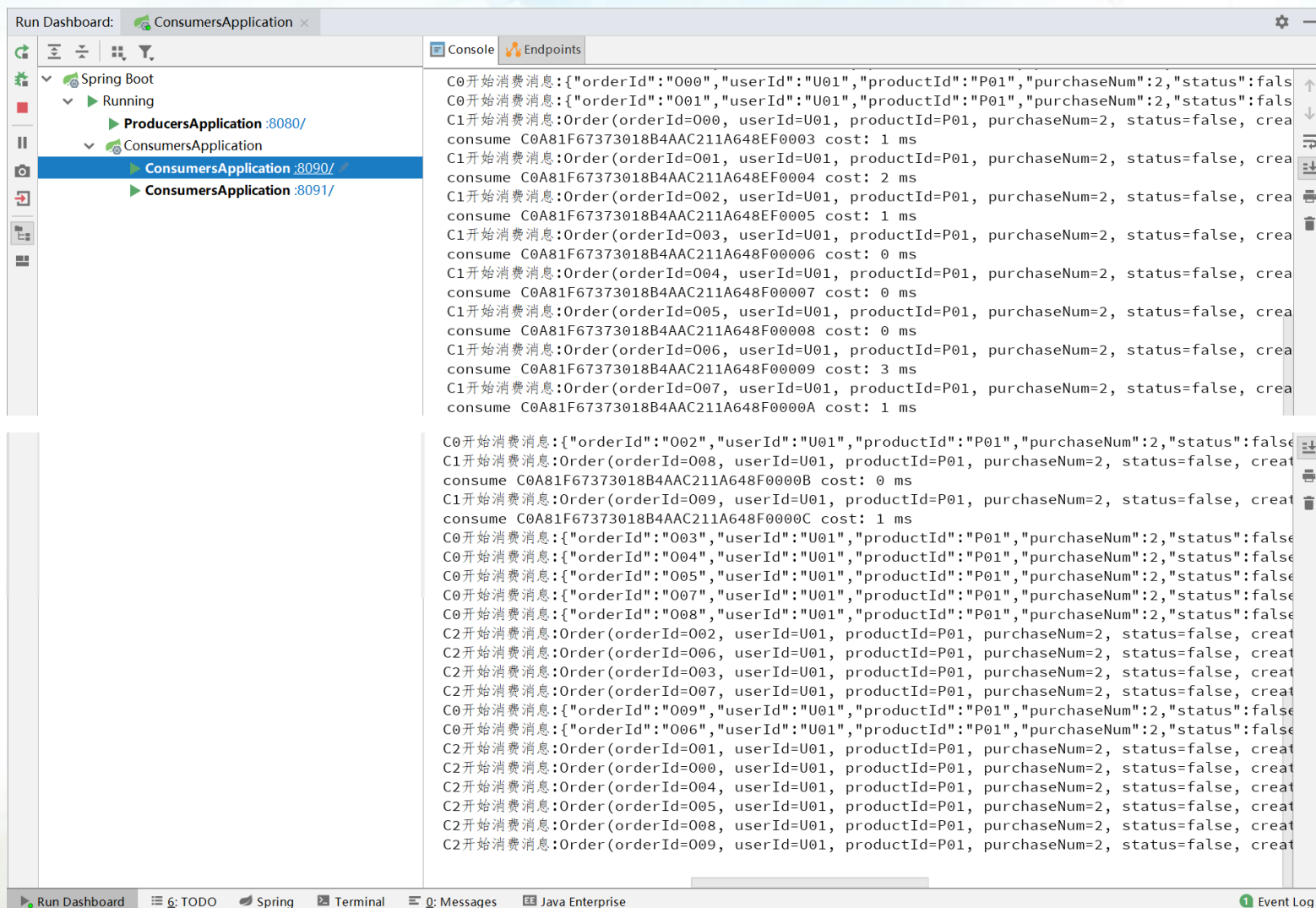
事务消息测试效果



批量消息测试效果



批量消息测试效果



The screenshot displays the Run Dashboard for the ConsumersApplication. The left sidebar shows the application structure with the ConsumersApplication running at port 8090. The main console window shows a log of message consumption, including order details and processing times.

```
C0开始消费消息:{"orderId":"000","userId":"U01","productId":"P01","purchaseNum":2,"status":false}
C0开始消费消息:{"orderId":"001","userId":"U01","productId":"P01","purchaseNum":2,"status":false}
C1开始消费消息:Order(orderId=000, userId=U01, productId=P01, purchaseNum=2, status=false, createAt=2023-10-27 10:00:00)
consume C0A81F67373018B4AAC211A648EF0003 cost: 1 ms
C1开始消费消息:Order(orderId=001, userId=U01, productId=P01, purchaseNum=2, status=false, createAt=2023-10-27 10:00:01)
consume C0A81F67373018B4AAC211A648EF0004 cost: 2 ms
C1开始消费消息:Order(orderId=002, userId=U01, productId=P01, purchaseNum=2, status=false, createAt=2023-10-27 10:00:02)
consume C0A81F67373018B4AAC211A648EF0005 cost: 1 ms
C1开始消费消息:Order(orderId=003, userId=U01, productId=P01, purchaseNum=2, status=false, createAt=2023-10-27 10:00:03)
consume C0A81F67373018B4AAC211A648EF0006 cost: 0 ms
C1开始消费消息:Order(orderId=004, userId=U01, productId=P01, purchaseNum=2, status=false, createAt=2023-10-27 10:00:04)
consume C0A81F67373018B4AAC211A648EF0007 cost: 0 ms
C1开始消费消息:Order(orderId=005, userId=U01, productId=P01, purchaseNum=2, status=false, createAt=2023-10-27 10:00:05)
consume C0A81F67373018B4AAC211A648EF0008 cost: 0 ms
C1开始消费消息:Order(orderId=006, userId=U01, productId=P01, purchaseNum=2, status=false, createAt=2023-10-27 10:00:06)
consume C0A81F67373018B4AAC211A648EF0009 cost: 3 ms
C1开始消费消息:Order(orderId=007, userId=U01, productId=P01, purchaseNum=2, status=false, createAt=2023-10-27 10:00:07)
consume C0A81F67373018B4AAC211A648EF000A cost: 1 ms
```

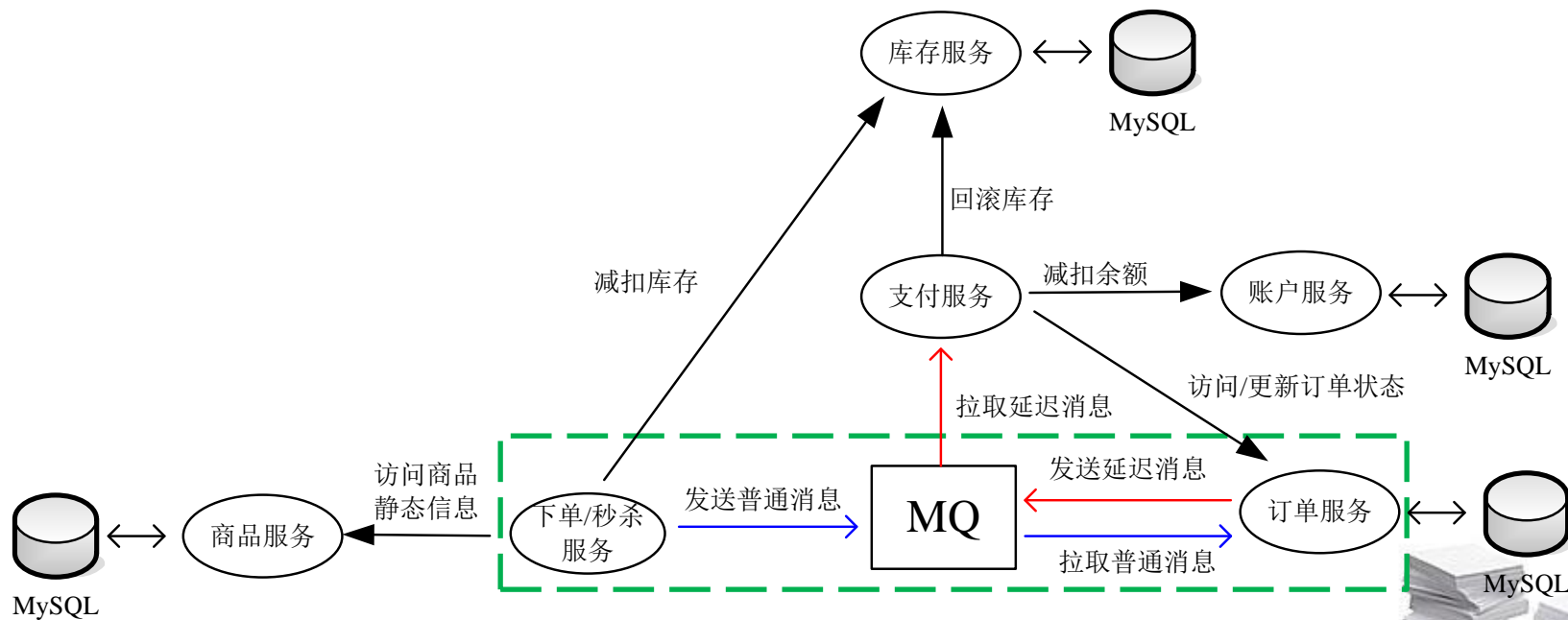
The log continues with more messages, including order details and processing times, showing the application's performance in handling a batch of messages.

8.3.2 电商秒杀应用案例

- 本案例实现基于**Redis+RocketMQ**的电商秒杀系统，由秒杀服务和订单服务来执行订单的生产和消费，通过**Redis**的限流和**RocketMQ**的消峰作用，防止超卖发生。



电商项目典型场景



搭建步骤

- 1) 创建实体类
- 2) 创建秒杀服务
- 3) 创建订单服务
- 4) 效果测试



1) 创建实体类

- 在**common**模块的**com.scst.domain**包中创建一个实体类**Stock**，模拟商品库存；以包中的**Order**类，作为订单实体类。
- **Order**类中的**orderId**属性值要求由雪花算法生成，为此，在**common**模块中新建一个**com.scst.utils**包，并在包中创建一个**IdWorker**类，以实现雪花算法。



Stock类

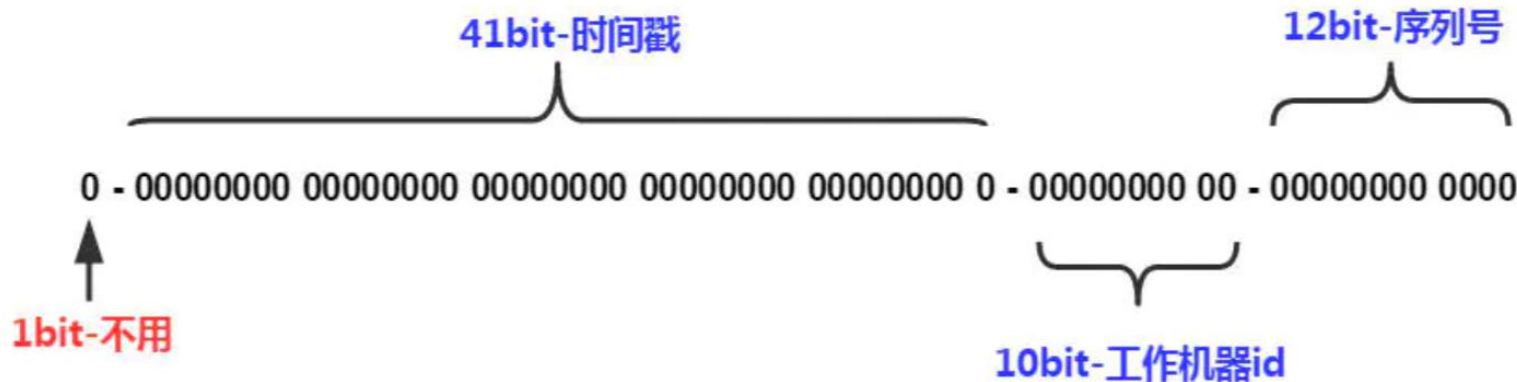
```
package com.scst.domain;  
  
import lombok.Data;  
import org.springframework.stereotype.Component;  
  
@Component  
@Data  
public class Stock {  
    private String productId = "NO005";  
    private String productName = "苹果";  
    private Integer stockNum = 100;    //初始库存量  
}
```



雪花算法 (SnowFlake)

■ SnowFlake算法生成id的结果是一个64bit大小的整数。

snowflake-64bit



2) 创建秒杀服务

■ 搭建步骤:

- ✧①配置缓存中间件连接
- ✧②引入依赖启动器
- ✧③配置序列化方式和分布式锁
- ✧④创建秒杀服务类
- ✧⑤创建**Web**控制器类



①配置缓存中间件连接

- 在**producers**模块的全局配置文件**application.properties**中添加**Redis**缓存中间件的连接配置，示例代码如下。

```
#数据库名db0
spring.redis.database=0
# Redis服务器地址
spring.redis.host=192.168.31.173
# Redis服务器连接端口
spring.redis.port=6379
# Redis服务器连接密码（默认为空）
spring.redis.password=
```

②引入依赖启动器

- 在producers模块的pom.xml文件中引入Redis和Redisson依赖，示例代码如下。

```
<!-- Spring Data Redis依赖启动器 -->
<dependency>
  <groupId>org.springframework.boot</groupId>
  <artifactId>spring-boot-starter-data-redis</artifactId>
</dependency>
<!-- 使用redisson作为所有分布式锁，分布式对象等功能框架-->
<dependency>
  <groupId>org.redisson</groupId>
  <artifactId>redisson</artifactId>
  <version>3.12.0</version>
</dependency>
```

③配置序列化方式和分布式锁

■在producers模块新建一个com.scst.config包，并在包中创建一个自定义配置类RedisConfig

✧为RedisTemplate设置序列化方式，分别对缓存数据的key和value进行序列化方式定制，其中key定制为StringRedisSerializer（即String格式），value定制为Jackson2JsonRedisSerializer（即JSON格式）。

✧为Redisson设置服务器地址为：
redis://192.168.31.173:6379



RedisConfig类

```
package com.scst.config;

import org.redisson.Redisson;
import org.redisson.api.RedissonClient;
import org.redisson.config.Config;
import org.springframework.beans.factory.annotation.Value;
import org.springframework.context.annotation.Bean;
import org.springframework.context.annotation.Configuration;
import org.springframework.data.redis.connection.RedisConnectionFactory;
import org.springframework.data.redis.core.RedisTemplate;
import org.springframework.data.redis.serializer.*;

@Configuration // 定义一个配置类

public class RedisConfig {

    @Value("redis://" + "${spring.redis.host}" + ":" + "${spring.redis.port}")
    private String redissonserver; //redis://192.168.31.173:6379
```


RedisConfig类

@Bean

```
RedissonClient redisson(){  
    Config config = new Config();  
    config.useSingleServer().setAddress(redissonserver);  
    return Redisson.create(config);  
}
```



RedisConfig类

@Bean

```
public RedisTemplate<String, Object> redisTemplate(RedisConnectionFactory factory) {  
    RedisTemplate<String, Object> template = new RedisTemplate<String, Object>();  
    template.setConnectionFactory(factory);  
    // key采用String的序列化方式  
    template.setKeySerializer(new StringRedisSerializer());  
    // hash的key也采用String的序列化方式  
    template.setHashKeySerializer(new StringRedisSerializer());  
    // value序列化方式采用jackson  
    template.setValueSerializer(new GenericJackson2JsonRedisSerializer());  
    // hash的value序列化方式采用jackson  
    template.setHashValueSerializer(new GenericJackson2JsonRedisSerializer());  
    template.afterPropertiesSet();  
    return template;  
}
```

④创建秒杀服务类

- 在producers模块的com.scst.service包中新建一个业务类SecKillService，实现一旦模块启动就加载秒杀商品信息到Redis，以及秒杀成功订单的生成和发送。



SecKillService类

```
package com.scst.service;

import com.scst.domain.Order;
import com.scst.domain.Stock;
import com.scst.utils.IdWorker;
import lombok.extern.slf4j.Slf4j;
import org.apache.rocketmq.spring.core.RocketMQTemplate;
import org.redisson.api.RLock;
import org.redisson.api.RedissonClient;
import org.springframework.beans.factory.annotation.Autowired;
import org.springframework.context.event.ContextRefreshedEvent;
import org.springframework.context.event.EventListener;
import org.springframework.data.redis.core.BoundHashOperations;
import org.springframework.data.redis.core.RedisTemplate;
import org.springframework.stereotype.Service;
import java.util.Date;
import java.util.concurrent.ThreadLocalRandom;
import java.util.concurrent.TimeUnit;
```

SecKillService类

//秒杀服务

@Slf4j

@Service

public class SecKillService {

@Autowired

private RedisTemplate **redisTemplate**;

@Autowired

private RocketMQTemplate **rocketMQTemplate**;

@Autowired

private IdWorker idWorker;

@Autowired

private RedissonClient **redisson**;

@Autowired

private Stock stock;

private String destination;

private Object payload;

public static final String SEC_KILL_GOODS_KEY = "secondsKillGoods";

SecKillService类

//商品秒杀

```
public void secKill(String topic, String tag) throws InterruptedException{
    String userId="User"+buildRandomUserId();
    String productId=stock.getProductId();
    this.destination = topic;
    if (tag != null) {
        this.destination = topic + ":" + tag;
    }
    RLock lock = redisson.getLock("seckill:" + productId);           //定义分布式锁
    boolean res = lock.tryLock(10, 30, TimeUnit.SECONDS);             //尝试加锁，最多等待10s，上锁以后30s自动解锁
    //lock.lock();
    //Future<Boolean> res = lock.tryLockAsync(100, 10, TimeUnit.SECONDS);
    if(res) {
        this.payload = createOrder(productId, userId);
        if (this.payload != null) {
            //rocketMQTemplate.syncSendOrderly(this.destination, this.payload,"hashKey");
            rocketMQTemplate.syncSend(this.destination, this.payload);
        }
        if (lock.isLocked() && lock.isHeldByCurrentThread()) {         //只有加锁成功才需要解锁，且自己加的锁自己解，不能解别人的锁
            lock.unlock();
        }
    }
}
```

SecKillService类

//生成订单

```
private Order createOrder(String productId, String userId) {
```

```
    //获取操作redis hash类型的操作类
```

```
    BoundHashOperations<String, Object, Object> hashOperations = redisTemplate.boundHashOps(SEC_KILL_GOODS_KEY);
```

```
    Integer amount = (Integer) hashOperations.get(productId);    //从Redis获得秒杀商品信息
```

```
    if (amount == null || amount <= 0) {
```

```
        return null;
```

```
    }
```

```
    Long value = hashOperations.increment(productId, -1);    //redis预扣库存
```

```
    if (value <= 0) {
```

```
        hashOperations.delete(productId);    // 如果扣完后库存为0，则删除当前商品
```

```
    }
```

```
    Order order = new Order();
```

```
    order.setOrderId(String.valueOf(idWorker.nextId()));
```

```
    order.setUserId(userId);
```

```
    order.setProductId(productId);
```

```
    order.setPurchaseNum(1);
```

```
    order.setCreateTime(new Date());
```

```
    order.setStatus(false);
```

```
    return order;
```

```
}
```


SecKillService类

```
private Integer buildRandomUserId(){
    return ThreadLocalRandom.current().nextInt(100000) + 50;
}

//模块一旦启动就往redis中加载秒杀商品
@EventListener
public void contextRefreshedEventListener(ContextRefreshedEvent contextRefreshedEvent) {
    if(redisTemplate == null){
        return;
    }
    System.out.println("往redis中加载秒杀商品开始！");
    //获取操作redis hash类型的操作类
    BoundHashOperations<String, Object, Object> hashOperations=redisTemplate.boundHashOps(SEC_KILL_GOODS_KEY);
    hashOperations.put(stock.getProductId(),stock.getStockNum()); //往redis中加载数据
    System.out.println("往redis中加载秒杀商品成功！");
}
}
```

⑤创建Web控制器类

- 在producers模块的com.scst.controller包中新建一个Web控制类SecKillController，并在该类中实现商品秒杀请求。



SecKillController类

```
package com.scst.controller;

import com.scst.service.SecKillService;
import org.springframework.beans.factory.annotation.Autowired;
import org.springframework.web.bind.annotation.GetMapping;
import org.springframework.web.bind.annotation.RestController;

@RestController
public class SecKillController {
    @Autowired
    private SecKillService secKillService;
    private String topic = "order-topic";
    private String tag = "TagA";
    @GetMapping("/seckill")
    public void seckill() throws Exception{
        secKillService.secKill(topic, tag);
    }
}
```

3) 创建订单服务

■ 搭建步骤:

- ✧ ① 创建订单服务类
- ✧ ② 创建**Web**控制器类



①创建库存服务类

- 在**consumers**模块的**com.scst.service**包中新建一个业务类**OrderService**，实现秒杀订单的监听和消费。



OrderService类

```
package com.scst.service;  
import com.scst.domain.Order;  
import lombok.extern.slf4j.Slf4j;  
import org.apache.rocketmq.spring.annotation.RocketMQMessageListener;  
import org.apache.rocketmq.spring.core.RocketMQListener;  
import org.springframework.stereotype.Component;  
import org.springframework.stereotype.Service;  
import java.util.ArrayList;  
import java.util.List;
```

```
//库存服务
```

```
@Slf4j
```

```
@Service
```

```
public class OrderService {
```

```
    private List<Order> consumeRecds = new ArrayList<>();
```


OrderService类

```
@Component
//@RocketMQMessageListener(nameServer = "${rocketmq.name-server}", topic = "order-topic",
consumerGroup = "${rocketmq.consumer.group}",consumeMode=ConsumeMode.ORDERLY)
    @RocketMQMessageListener(nameServer = "${rocketmq.name-server}", topic = "order-topic", consumerGroup
= "${rocketmq.consumer.group}")
    class OrderConsumer implements RocketMQListener<Order> {
        @Override
        public void onMessage(Order order) {
            //消息体（Payload）o为Java对象
            log.info("开始记载订单:{}", order);
            consumeRecds.add(order);
        }
    }

    public String secKillSuccesses(){ return "当前服务记载的秒杀成功订单数: "+this.consumeRecds.size();}
    public List<Order> getOrders(){ return consumeRecds;}
}
```

②创建Web控制器类

- 在consumers模块中新建一个 **com.scst.controller** 包，并在包中新建一个 **Web控制类OrderController**，并在该类中实现查看秒杀结果请求。



OrderController类

```
package com.scst.controller;

import com.scst.domain.Order;
import com.scst.service.OrderService;
import org.springframework.beans.factory.annotation.Autowired;
import org.springframework.web.bind.annotation.GetMapping;
import org.springframework.web.bind.annotation.RestController;
import java.util.List;

@RestController
public class OrderController {

    @Autowired
    private OrderService orderService;

    @GetMapping("/successes")
    public String successes() { return orderService.secKillSuccesses(); }

    @GetMapping("/orders")
    public List<Order> orders() { return orderService.getOrders(); }

}
```

4) 效果测试

■ 测试步骤:

- ✧ ①启动**Name Server**
- ✧ ②启动**Broker Server**
- ✧ ③启动**Redis Server**
- ✧ ④以**8080**端口启动**ProducersApplication**类
- ✧ ⑤先后以**8090**和**8091**端口启动**ConsumersApplication**类
- ✧ ⑥使用**AB**工具通过执行以下命令模拟大量并发秒杀用户：
 - **>ab -n 1000 -c 1000 http://localhost:8080/seckill**
- ✧ ⑦分别访问以下链接，观察两个库存服务实例记载的秒杀成功订单及其总数：
 - **http://localhost:8090/successes**
 - **http://localhost:8091/successes**
 - **http://localhost:8090/orders**
 - **http://localhost:8091/orders**



测试结果

```
C:\Windows\System32\cmd.exe
D:\PROGRAMS\rocketmq-all-4.7.1-bin-release\bin>ab -n 1000 -c 1000 http://localhost:8080/seckill
This is ApacheBench, Version 2.3 <$Revision: 1879490 $>
Copyright 1996 Adam Twiss, Zeus Technology Ltd, http://www.zeustech.net/
Licensed to The Apache Software Foundation, http://www.apache.org/

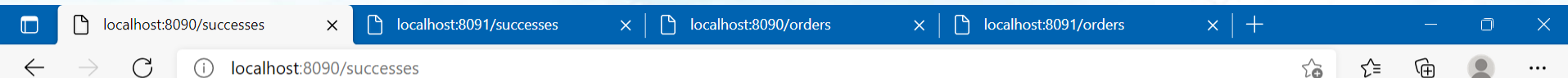
Benchmarking localhost (be patient)
Completed 100 requests
Completed 200 requests
Completed 300 requests
Completed 400 requests
Completed 500 requests
Completed 600 requests
Completed 700 requests
Completed 800 requests
Completed 900 requests
Completed 1000 requests
Finished 1000 requests

Server Software:
Server Hostname:      localhost
Server Port:          8080

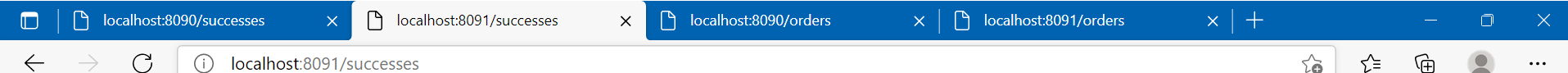
Document Path:        /seckill
Document Length:       0 bytes

Concurrency Level:     1000
Time taken for tests:   29.704 seconds
Complete requests:      1000
Failed requests:         0
Total transferred:      92000 bytes
HTML transferred:       0 bytes
Requests per second:    33.67 [#/sec] (mean)
Time per request:       29703.640 [ms] (mean)
Time per request:       29.704 [ms] (mean, across all concurrent requests)
```

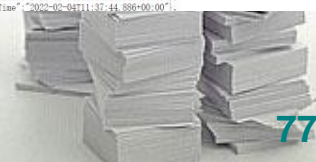
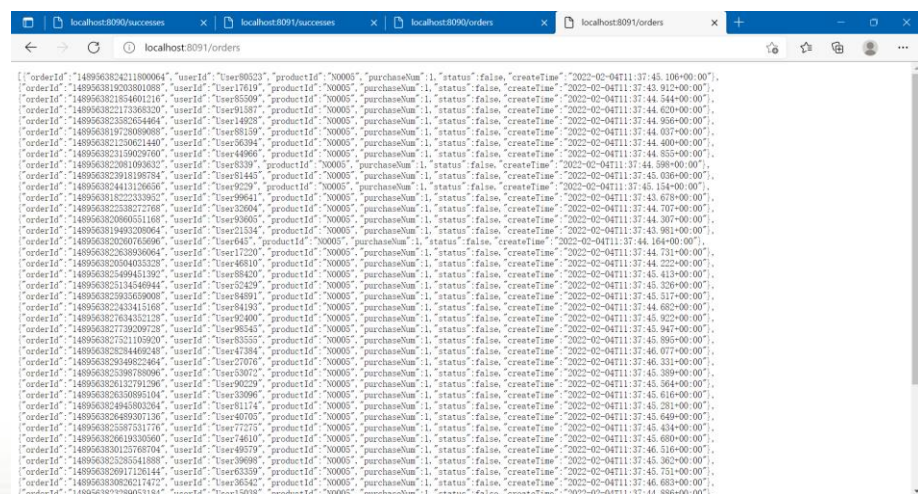
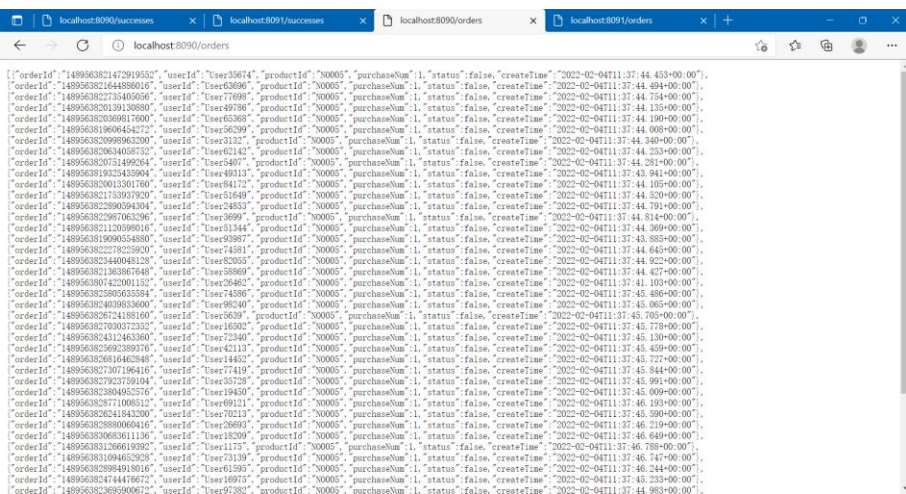

测试结果



当前服务记载的秒杀成功订单数：49



当前服务记载的秒杀成功订单数：51



本章小结

■ 本章具体讲解了：

- ✧ 8.1 消息服务概述
- ✧ 8.2 RocketMQ基础
- ✧ 8.3 RocketMQ整合案例



