

主标题

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版本: 1.00

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1.1.1 char1.1.1

具体处理代码如1.1下。

```
1
       @Override
 2
       public void run() {
 3
        while (true) {
 4
          // 取最小对象
 5
          TaskDetail taskDetail = bucketService.getMin(taskType);
 6
          log.info("处理任务类型_=_[{}],_taskDetail=_[{}]", taskType, taskDetail);
 7
          // 最小对象为空不处理
 8
          if (taskDetail == null) {
 9
            sleep();
10
            continue;
11
12
          // 最小对象的任务开始时间大于当前时间不处理
13
          if (taskDetail.getDelayTime() > System.currentTimeMillis()) {
14
            sleep();
15
            continue;
16
17
          DelayQueueJob delayQueue = poolService.getDelayQueue(taskDetail.getTaskId());
18
19
          // 延迟任务信息不存在删除最小对象
20
          if (delayQueue == null) {
21
            bucketService . del(taskType, taskDetail);
22
            continue;
23
24
25
          if (delayQueue.getDelayTime() <= System.currentTimeMillis()) {</pre>
```

```
26
               log.info("执行任务,_{\sqcup}dt_{\sqcup}=_{\sqcup}[\{\}]", delayQueue);
27
               boolean \ lock = redisLockHelper.get(PK + delayQueue.getTaskId() \,, \ delayQueue.getTaskId() \,, \ 10);
28
               if (lock) {
29
                  for \quad (Delay Queue Job Handler \ delay Queue Job Handler : delay Queue Job Handlers) \ \{
30
                    delayQueueJobHandler.work(delayQueue);
31
32
                  bucketService.del(taskType, taskDetail);
33
                  poolService\:.deleteDelayQueue(\:taskDetail\:.\:getTaskId\:()\:)\:;
34
                  this\ .delay Queue Info Mapper.update (\ task Detail\ .\ get Task Id\ ()\ )\ ;
35
                  redisLockHelper.\ release\ (PK+delayQueue.getTaskId\ ()\ ),\ delayQueue.getTaskId\ ()\ );
36
37
38
39
40
```

代码 1.1: 单一任务处理流程