iOS开发 基础篇二

任务

- 点击登录访问网络接口
- 解析接口返回JSON数据
- 登录成功跳转到用户界面并显示头像、名称等信息

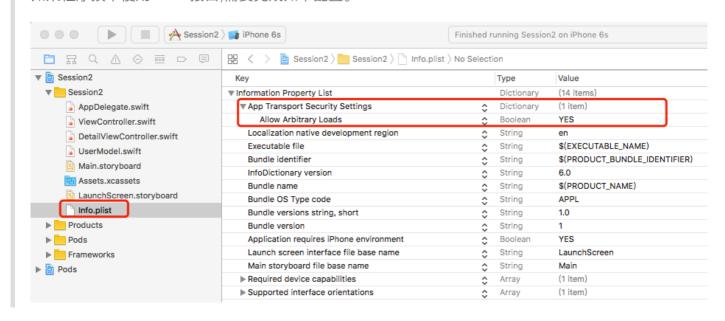
上节回顾



Xcode HTTP支持配置

iOS9之后,默认不支持HTTP接口的访问。

如果程序技术使用HTTP接口,需要完成如下配置。



网络接口对接

• URLSession(系统原生API)

GET

```
let url = "http://www.weather.com.cn/data/cityinfo/101010100.html?a=1"
let session = URLSession.shared
let task = session.dataTask(with: URL(string:url)!, completionHandler: { (data, re
sponse, error) in
    if error == nil {
        if let response = response as? HTTPURLResponse, response.statusCode == 200
{
            if let data = data {
                do {
                    let jsonObj = try JSONSerialization.jsonObject(with: data, opt
ions: .mutableContainers)
                    print(String.init(data: data, encoding: .utf8) ?? "")
                    print(jsonObj as! Dictionary<String,Any>)
                } catch {
                    print("解析JSON失败")
            } else {
               print("数据返回为空")
            }
        } else {
            print((response as! HTTPURLResponse).description)
        }
    } else {
        print(error!.localizedDescription)
    }
})
task.resume()
```

POST

```
let url = "http://192.168.0.203:5008/user/login"
var request = URLRequest(url: URL(string: url)!)
request.httpMethod = "POST"
let params = "userName=\(userName)&passWord=\(password)"
request.httpBody = params.data(using: .utf8)
request.timeoutInterval = 5
let session = URLSession.shared
let task = session.dataTask(with: request, completionHandler: { (data, response, e
rror) in
    if error == nil {
        if let response = response as? HTTPURLResponse, response.statusCode == 200
{
            if let data = data {
                do {
                    let jsonObj = try JSONSerialization.jsonObject(with: data, opt
ions: .mutableContainers)
                    print(String.init(data: data, encoding: .utf8) ?? "")
                    print(jsonObj as! Dictionary<String,Any>)
                } catch {
                    print("解析JSON失败")
                }
            } else {
                print("数据返回为空")
            }
        } else {
            print((response as! HTTPURLResponse).description)
    } else {
        print(error!.localizedDescription)
})
task.resume()
```

• 第三方网络请求库 Alamofire

GET

```
Alamofire.request("http://www.weather.com.cn/data/cityinfo/101010101010101.html?a=1").re
sponseJSON { (data) in
    print(data.value)
}
```

POST

```
Alamofire.request("http://192.168.0.203:5008/user/login", method: .post, parameter
s: ["userName":"","passWord":"",], encoding: JSONEncoding.default, headers: nil).r
esponseJSON { (data) in
    print(data.result)
}
```

完善登录事件

1.在ViewController中添加登录方法实现

```
○ ○ ○ ► ☐ Session2 > iPhone 6s
                                                                                           Finished running Session2 on iPhone 6s
                                          \begin{tabular}{lll} $\square$ & $\langle & \rangle & $\underline{\begin{tabular}{lll} \hline \end{tabular} Session2 \ \rangle & $\underline{\begin{tabular}{lll} \hline \end{tabular} ViewController.swift \ \rangle & $\underline{\begin{tabular}{lll} \hline \end{tabular} login(with:password:) \\ \hline \end{tabular} }
 ▼ 🖺 Session2
                                            52
  ▼ Nession2
                                            53
                                                         func login(with userName:String, password:String) {
       AppDelegate.swift
                                            54
                                                                if userName.isEmpty {
     ViewController.swift
                                            55
                                                                       showAlert("用户名不能为空")
      DetailViewController.swift
                                            56
                                                                       return
      UserModel.swift
                                                                }
                                            57
      Main.storyboard
                                                                if password.isEmpty {
                                            58
      Assets.xcassets
                                                                       showAlert("密码不能为空")
                                            59
      LaunchScreen.storyboard
                                            60
                                                                       return
      Info.plist
                                            61
                                                                }
  ▶ Products
                                                                self.view.endEditing(true)
                                            62
  ▶ Pods
```

```
func login(with userName:String,password:String) {
    if userName.isEmpty {
        showAlert("用户名不能为空")
        return
    }
    if password.isEmpty {
        showAlert("密码不能为空")
        return
    self.view.endEditing(true)
    let url = "http://115.182.15.118:5008/user/login"
    var request = URLRequest(url: URL(string: url)!)
    request.httpMethod = "POST"
    let params = "userName=\(userName)&passWord=\(password)"
    request.httpBody = params.data(using: .utf8)
    request.timeoutInterval = 5
    let session = URLSession.shared
    let task = session.dataTask(with: request) { (data, response, error) in
        DispatchQueue.main.async {
            if error == nil {
                if let response = response as? HTTPURLResponse, response.statusCode
== 200 {
                    if let data = data {
                    } else {
                        self.showAlert("数据返回为空...")
                } else {
                    self.showAlert((response as! HTTPURLResponse).description)
            } else {
                self.showAlert(error!.localizedDescription)
            }
        }
    task.resume()
}
```

2.修改Button点击事件

```
Session2
                        24
Session2
                                //按钮点击事件
                        25
  AppDelegate.swift
                                @IBAction func loginAction(_ sender: UIButton) {
                       26
print("login action")
                        27
 DetailViewController.swift
                        28
                                    // 登录验证、接口调用
                                    self.login(with: txtfUserName.text ?? "", password: txtfPassword.text ?? "")
  Main.storyboard
                        29
                        30
 Assets.xcassets
```

JSON数据解析

• JSONSerialization(系统原生)

```
if let content = try? JSONSerialization.jsonObject(with: data, options: .allowFrag
ments) as? [String: Any],
    let user = content["status"] as? Int,
    // Finally we got the username
}
```

SwiftJson

```
let json = JSON(data: data)
if let userName = content["status"].Int {
}
```

3.解析接口数据

接口格式:

```
{
    status:"000000",
    data:{...},
    msg:""
}
```

完善login方法

```
func login(with userName:String,password:String) {
   XXX
    xxx
    if let data = data {
      // 插入在这里
       do {
           let jsonObj = try JSONSerialization.jsonObject(with: data, options: .m
utableContainers) //转换为json对象
           if let obj = jsonObj as? Dictionary <String,Any> {
               if let code = obj["status"] as? String,Int(code) == 0 {//status =
0 登录成功
               print("登录成功")
               } else {
                   self.showAlert(obj["msg"] as? String ?? "未知错误")
               }
           } else {
               self.showAlert("数据格式错误")
           }
       } catch {
           self.showAlert("数据格式错误")
       }
    }
    xxx
   xxx
}
```

4.创建用户信息Model, 便于传递给详情界面

新建文件 (commad+N) UserModel

```
class UserModel: NSObject {
   var id:Int32 = 0
                              //id
                              //用户名
   var userName:String = ""
   var name:String = ""
                              //姓名
   var tel:String = ""
                              //电话
   var headPortraitStr:String = "" //头像
   //其他需要字段自行定义....
   //重写该方法 空实现
   //避免调用 setValuesForKeys 是系统crash
   override func setValue(_ value: Any?, forUndefinedKey key: String) {
   }
}
```

5.1ViewController 定义userModel变量

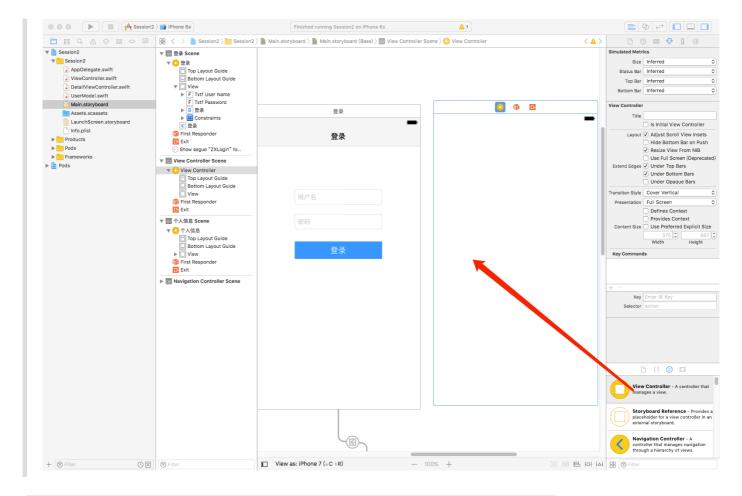
```
Session2
                               import UIKit
▼ Session2
                            10 import Kingfisher
   AppDelegate.swift
                            11
   ViewController.swift
                           12 class DetailViewController: UIViewController {
  DetailViewController.swift
                           13
  UserModel.swift
                          14
                                    @IBOutlet weak var imgvHeader: UIImageView!
   Main.storyboard
                          15
                                    @IBOutlet weak var lbName: UILabel!
  Assets.xcassets
                          16
                                    @IBOutlet weak var lbUserName: UILabel!
   LaunchScreen.storyboard
                          17
                                    @IBOutlet weak var lbTel: UILabel!
   Info.plist
                           18
▶ Products
                                    var model:UserModel?
                            19
▶ Pods
                            20
Frameworks
                            21
                                    override func viewDidLoad() {
Pods
                            22
                                         super.viewDidLoad()
```

5.2完善longin 方法,给model赋值

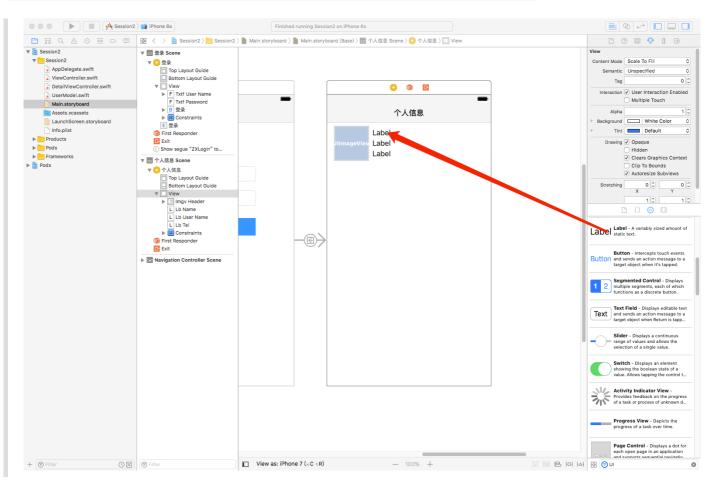
```
func login(with userName:String,password:String) {
    xxx
    XXX
    if let data = data {
        do {
        xxx
        xxx
            if let obj = jsonObj as? Dictionary <String, Any> {
                if let code = obj["status"] as? String,Int(code) == 0 {//
                     // 插入在这里
                         let model = UserModel()
                         model.setValuesForKeys(obj["data"] as! Dictionary<String,A</pre>
ny>)
                         self.userModel = model
                     }
                     XXX
                     xxx
```

UI界面更新及跳转

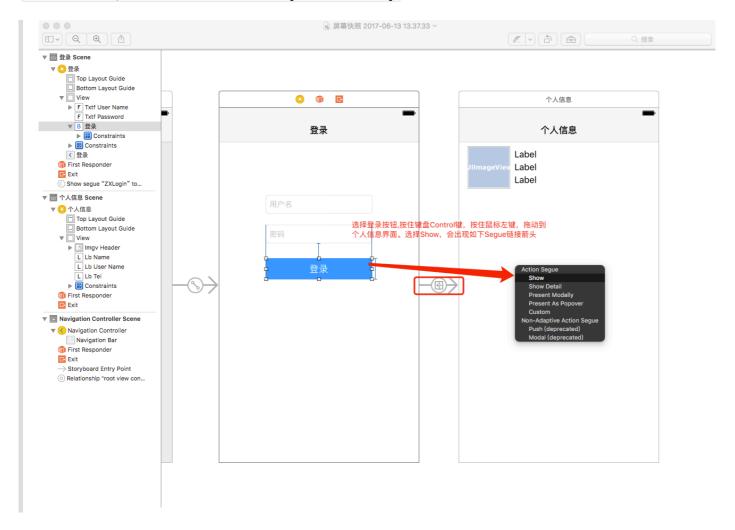
- 6.添加用户详情界面
- 6.1打开Main.storyboard 拖一个ViewController



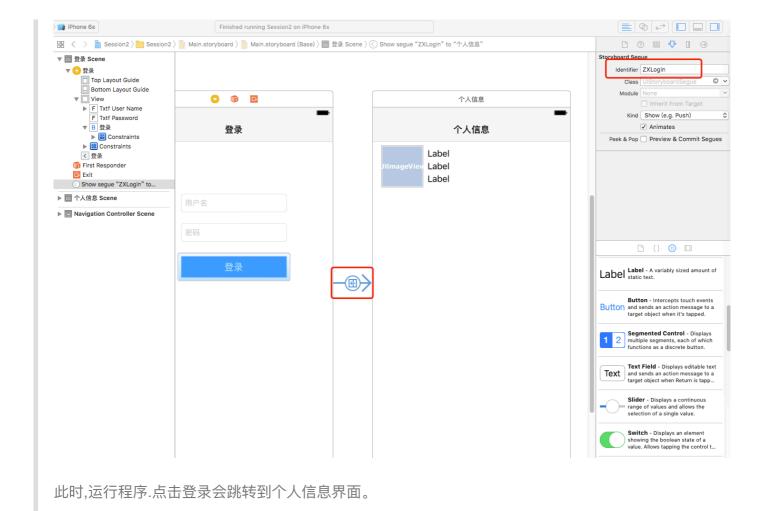
6.2给新的ViewController 添加1个图片控件 3个Label控件(参考上一节)



6.3连接界面,用户点击登录案例跳转到[个人信息界面]



6.4修改segue id (名称自行定义)后面会用到



6.5在ViewController定义canPush变量,用于控制是否跳转到[个人信息界面]

为了接口成功之后才跳转,我们在ViewController中添加如下代码



6.6在ViewController重新如下方法

```
🛮 🖺 Session2
                                          // Do any additional setup after loading the view, typically from a nib.
 23
    AppDelegate.swift
                            24
  ViewController.swift
                           @ 25
                                     @IBAction func loginAction(_ sender: UIButton) {
   DetailViewController.swift
                            26
                                          print("login action")
    UserModel.swift
                            27
                                          //登录验证、接口调用
    Main.storyboard
   Assets.xcassets
                                          self.login(with: txtfUserName.text ?? "", password: txtfPassword.text ?? "")
                            28
    LaunchScreen.storyboard
                            29
    Info.plist
                            30
 ▶ Products
                                          Alamofire.request("http://www.weather.com.cn/data/cityinfo/101010100.html?
 ▶ 🦲 Pods
                                              a=1").responseJSON { (data) in
 ▶ Frameworks
                            32
                                              print(data.value!)
▶ 🖺 Pods
                            33
                                          //测试接口
                            34
                                          Alamofire.request("http://192.168.0.203:5008/user/login", method: .post, parameters: ["userName":"","passWord":"",], encoding: JSONEncoding.
                            35
                                               default, headers: nil).responseJSON { (data) in
                            36
                                              print(data.result)
                            37
                            38
                                     }
                            39
                            40
                                     //MARK: - 是否执行连接点事件
                                     override func shouldPerformSegue(withIdentifier identifier: String, sender: Any?)
                            41
                                          -> Bool {
                            42
                                          return canPush
                            43
```

```
override func shouldPerformSegue(withIdentifier identifier: String, sender: Any?)
-> Bool {
   return canPush
}
```

6.6登录成功将canpush赋值为true,并执行segue

```
func login(with userName:String,password:String) {
    xxx
    XXX
    if let data = data {
        do {
        xxx
        XXX
            if let obj = jsonObj as? Dictionary <String,Any> {
                if let code = obj["status"] as? String,Int(code) == 0 {//
                        let model = UserModel()
                        model.setValuesForKeys(obj["data"] as! Dictionary<String,A</pre>
ny>)
                        self.userModel = model
                         // 插入在这里
                        self.canPush = true
                         //执行Segue
                        self.performSegue(withIdentifier: "ZXLogin", sender: nil)
                     }
                    XXX
                     XXX
```

```
func login(with userName:String,password:String) {
    if userName.isEmpty {
        showAlert("用户名不能为空")
        return
    }
    if password.isEmpty {
        showAlert("密码不能为空")
        return
    self.view.endEditing(true)
    PKHUD.sharedHUD.contentView = PKHUDProgressView()
    PKHUD.sharedHUD.show()
    let url = "http://115.182.15.118:5008/user/login"
    var request = URLRequest(url: URL(string: url)!)
    request.httpMethod = "POST"
    let params = "userName=\(userName)&passWord=\(password)"
    request.httpBody = params.data(using: .utf8)
    request.timeoutInterval = 5
    let session = URLSession.shared
    let task = session.dataTask(with: request) { (data, response, error) in
        DispatchQueue.main.async {
            PKHUD.sharedHUD.hide()
            if error == nil {
                if let response = response as? HTTPURLResponse, response.statusCode
== 200 {
                    if let data = data {
                        do {
                            let jsonObj = try JSONSerialization.jsonObject(with: d
ata, options: .mutableContainers)
                            print(String.init(data: data, encoding: .utf8) ?? "")
                            if let obj = jsonObj as? Dictionary <String,Any> {
                                if let code = obj["status"] as? String,Int(code) =
= 0 {
                                    let model = UserModel()
                                    model.setValuesForKeys(obj["data"] as! Diction
ary<String,Any>)
                                    self.userModel = model
                                    self.canPush = true
                                    //执行Segue
                                    self.performSegue(withIdentifier: "ZXLogin", s
ender: nil)
                                } else {
                                    self.showAlert(obj["msg"] as? String ?? "未知错
误")
```

```
} else {
                                self.showAlert("数据格式错误")
                        } catch {
                            self.showAlert("数据格式错误")
                    } else {
                        self.showAlert("数据返回为空...")
                    }
                } else {
                    self.showAlert((response as! HTTPURLResponse).description)
                }
            } else {
                self.showAlert(error!.localizedDescription)
            }
        }
    }
    task.resume()
}
//MARK: - 警告框
func showAlert( msg:String) {
    let alert = UIAlertController(title: "提示", message: msg, preferredStyle: .ale
rt)
    alert.addAction(UIAlertAction(title: "确定", style: .default, handler: nil))
    self.present(alert, animated: true, completion: nil)
}
```

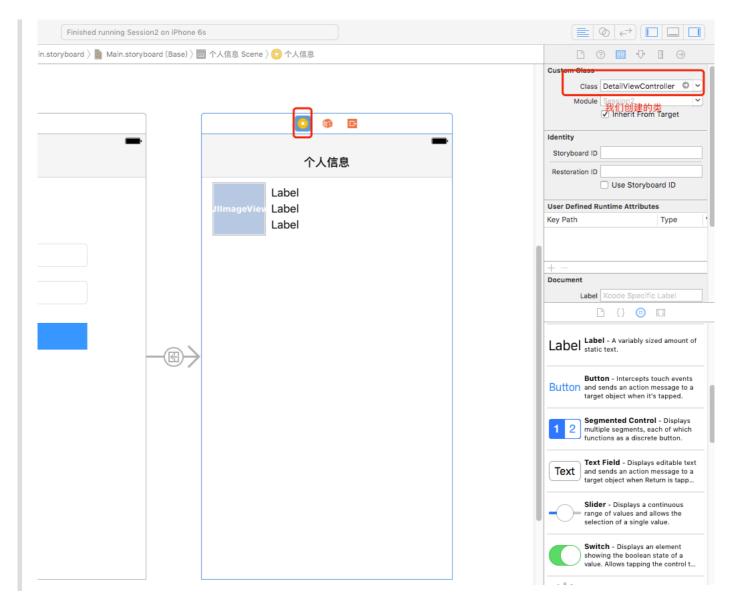
到这里,我们完成的接口调用、数据解析,

并且登录正确账户密码之后跳转到用户信息界面

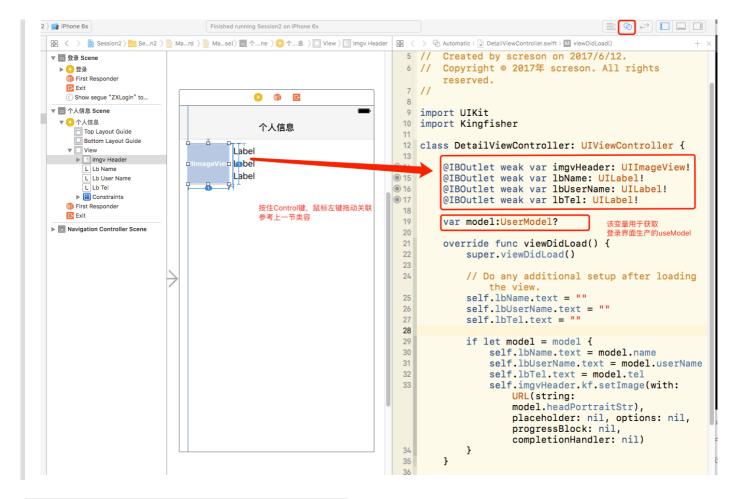
接下来,需要通过userModel 给详情界面控件赋值

7.将个人信息界面与代码关联

- 7.1 command+N , 新建DetailViewController.swift
- 7.2 将Storeboard 用户信息界面与DetailViewController类关联



7.3 连接控件输出(参考上一节)



7.3 DetailViewController 完成控件赋值

网络图片加载

使用cocoapods安装KingFisher(见上一节文档)

KingFisher

```
let url = URL(string: "url_of_your_image")
imageView.kf.setImage(with: url)
```

```
override func viewDidLoad() {
    super.viewDidLoad()

    // Do any additional setup after loading the view.
    self.lbName.text = ""
    self.lbUserName.text = ""
    self.lbTel.text = ""

    if let model = model {
        self.lbName.text = model.name
        self.lbUserName.text = model.userName
        self.lbUserName.text = model.tel
        self.lbTel.text = model.tel
        self.imgvHeader.kf.setImage(with: URL(string: model.headPortraitStr), place)
eholder: nil, options: nil, progressBlock: nil, completionHandler: nil)
    }
}
```

CreateBy:JanFelix@screson 2017/06/14