

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

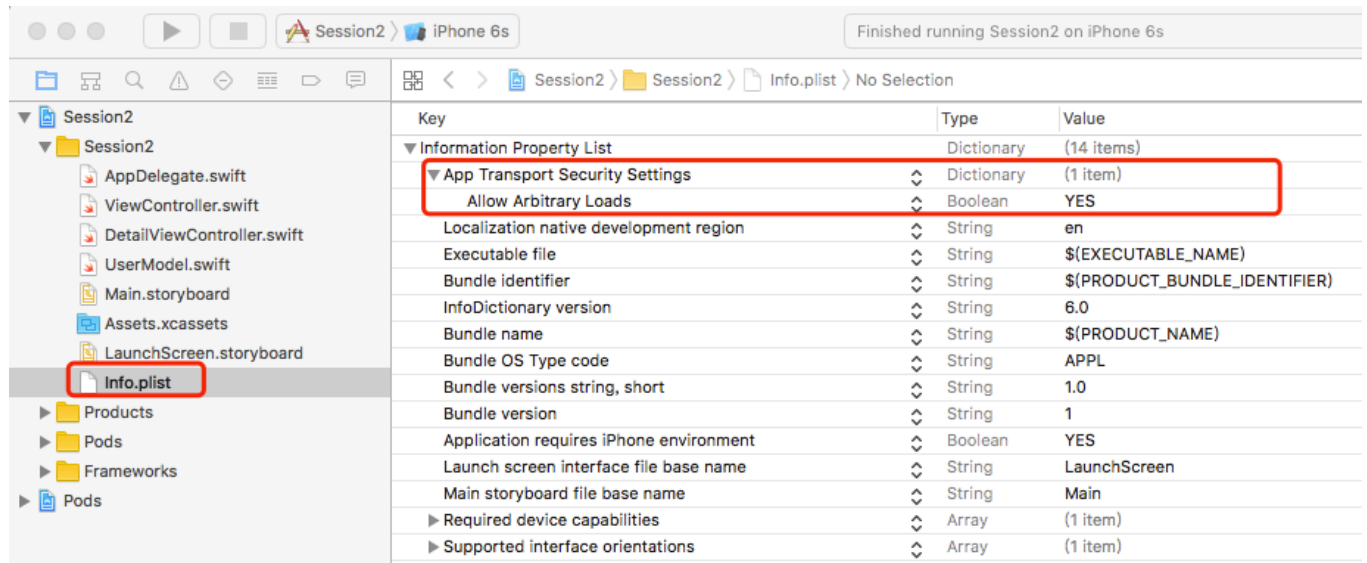
上节回顾



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, response, 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, options: .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, 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, options: .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/101010100.html?a=1").responseJSON { (data) in
    print(data.value)
}

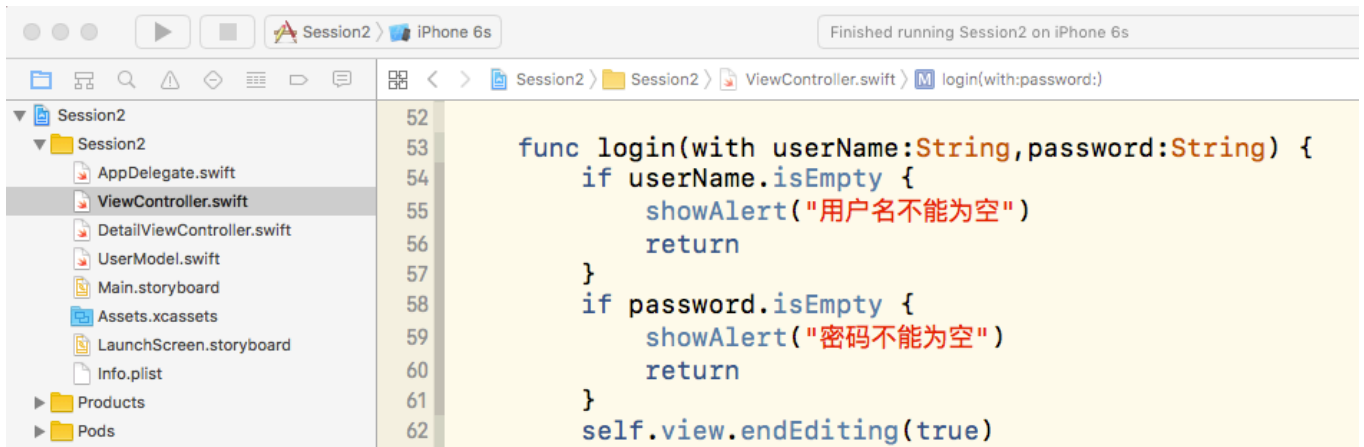
```

POST

```
Alamofire.request("http://192.168.0.203:5008/user/login", method: .post, parameters: ["userName": "", "password": "", ], encoding: JSONEncoding.default, headers: nil).responseJSON { (data) in
    print(data.result)
}
```

完善登录事件

1. 在ViewController中添加登录方法实现



```

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



JSON数据解析

- JSONSerialization(系统原生)

```
if let content = try? JSONSerialization.jsonObject(with: data, options: .allowFragments) 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: .mutableContainers) //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

```

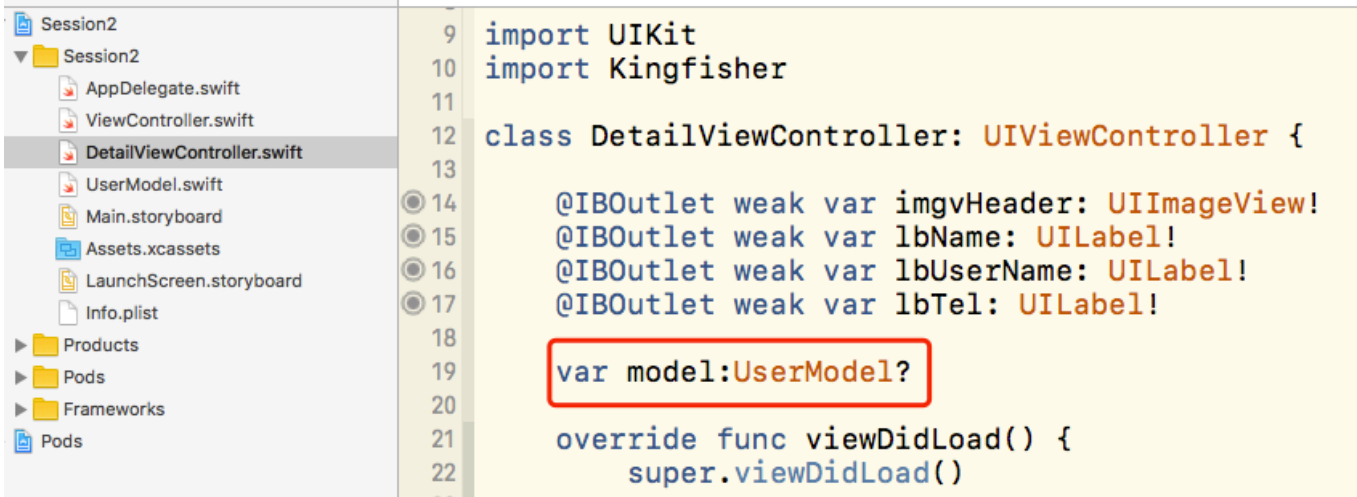
class UserModel: NSObject {
    var id:Int32 = 0 //id
    var userName:String = "" //用户名
    var name:String = "" //姓名
    var tel:String = "" //电话
    var headPortraitStr:String = "" //头像
    //其他需要字段自行定义....

    //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



5.2完善login 方法, 给model赋值

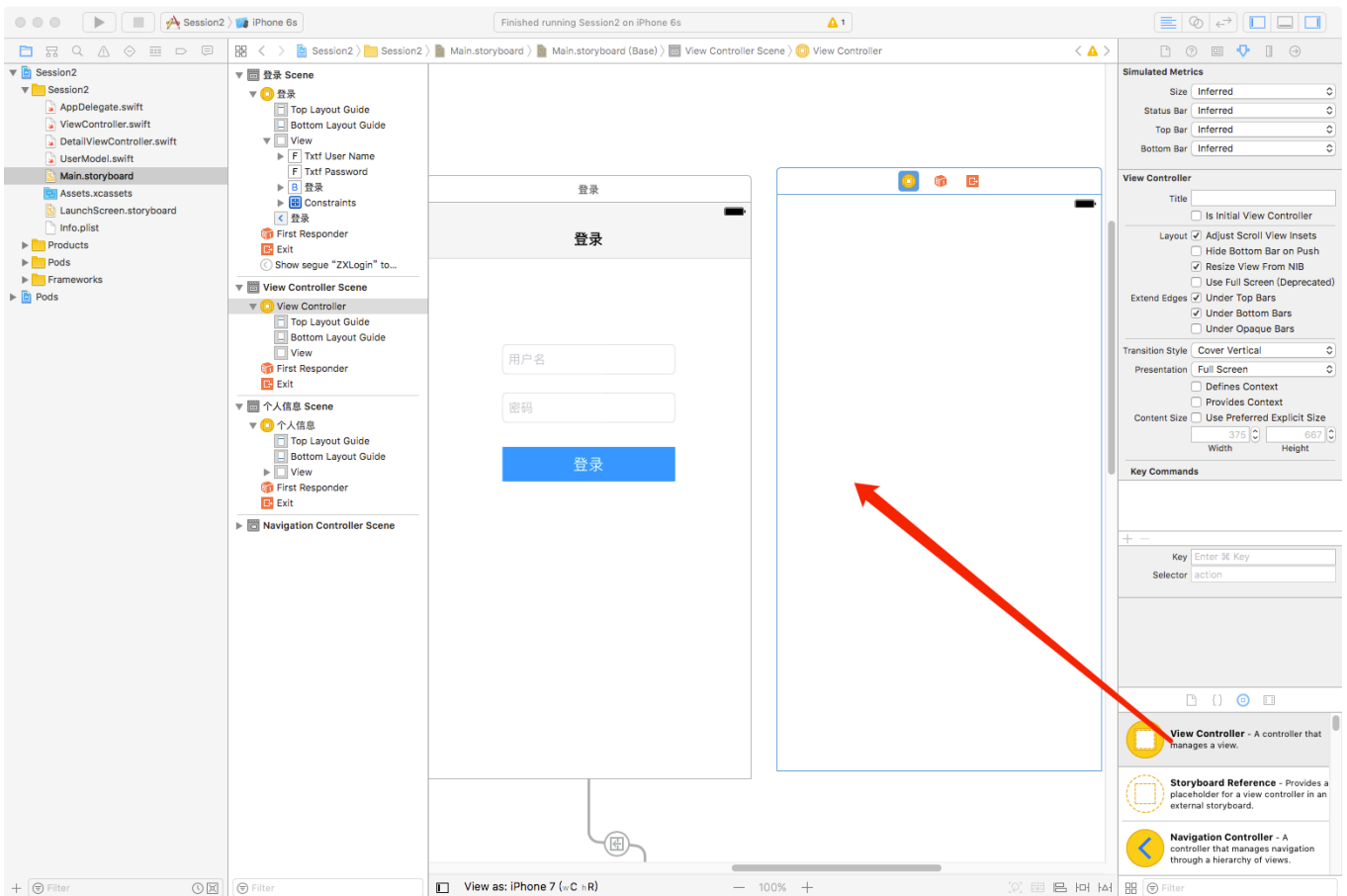
```
func login(with userName:String,password:String) {
    xxx
    xxx
    if let data = data {
        do {
            xxx
            xxx
            if let obj = jsonObj as? Dictionary <String,Any> {
                if let code = obj["status"] as? String,Int(code) == 0 {
                    // 插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

                    self.userModel = model
                }
                xxx
                xxx
            }
        }
    }
}
```

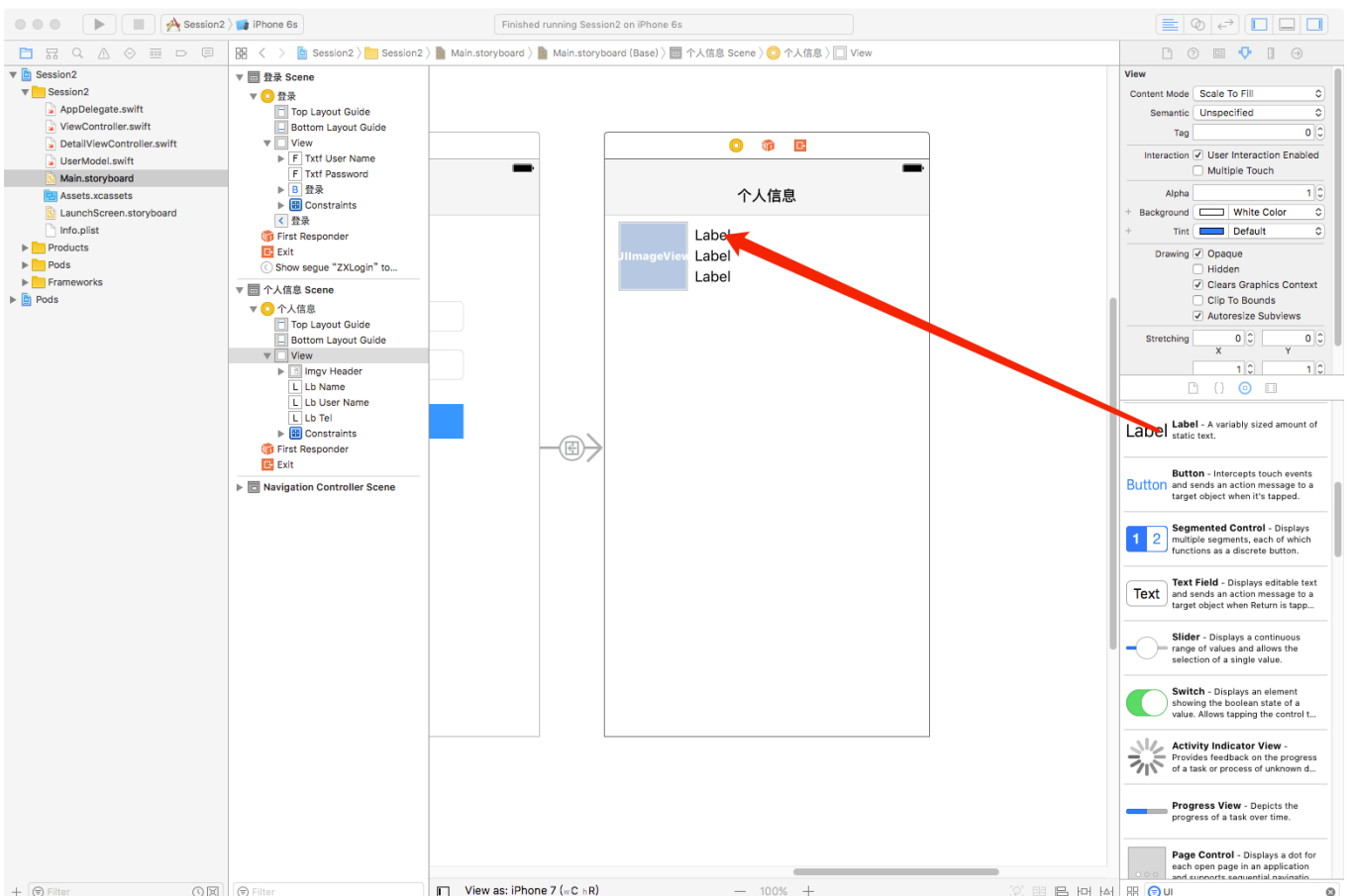
UI界面更新及跳转

6.添加用户详情界面

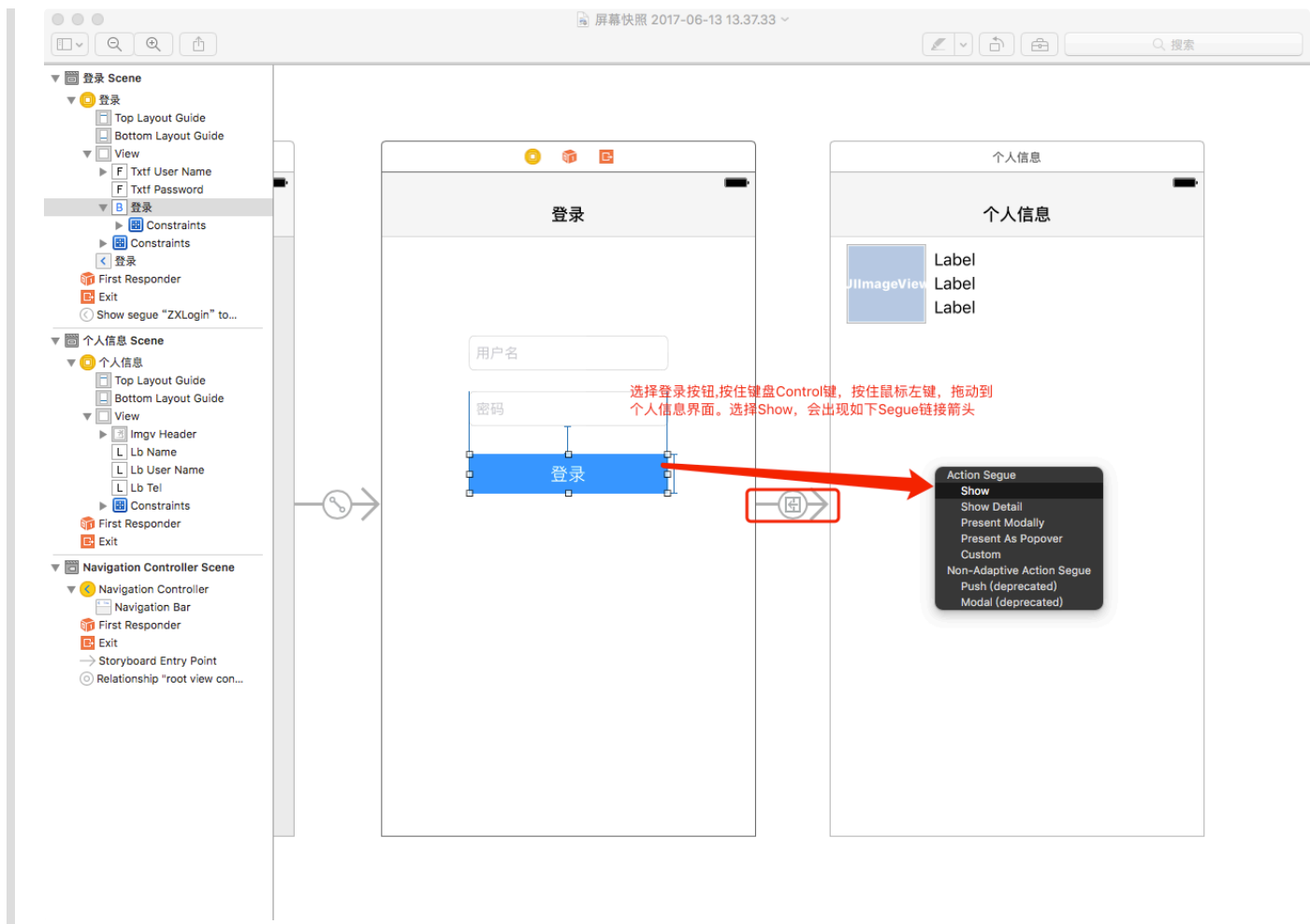
6.1打开Main.storyboard 拖一个ViewController



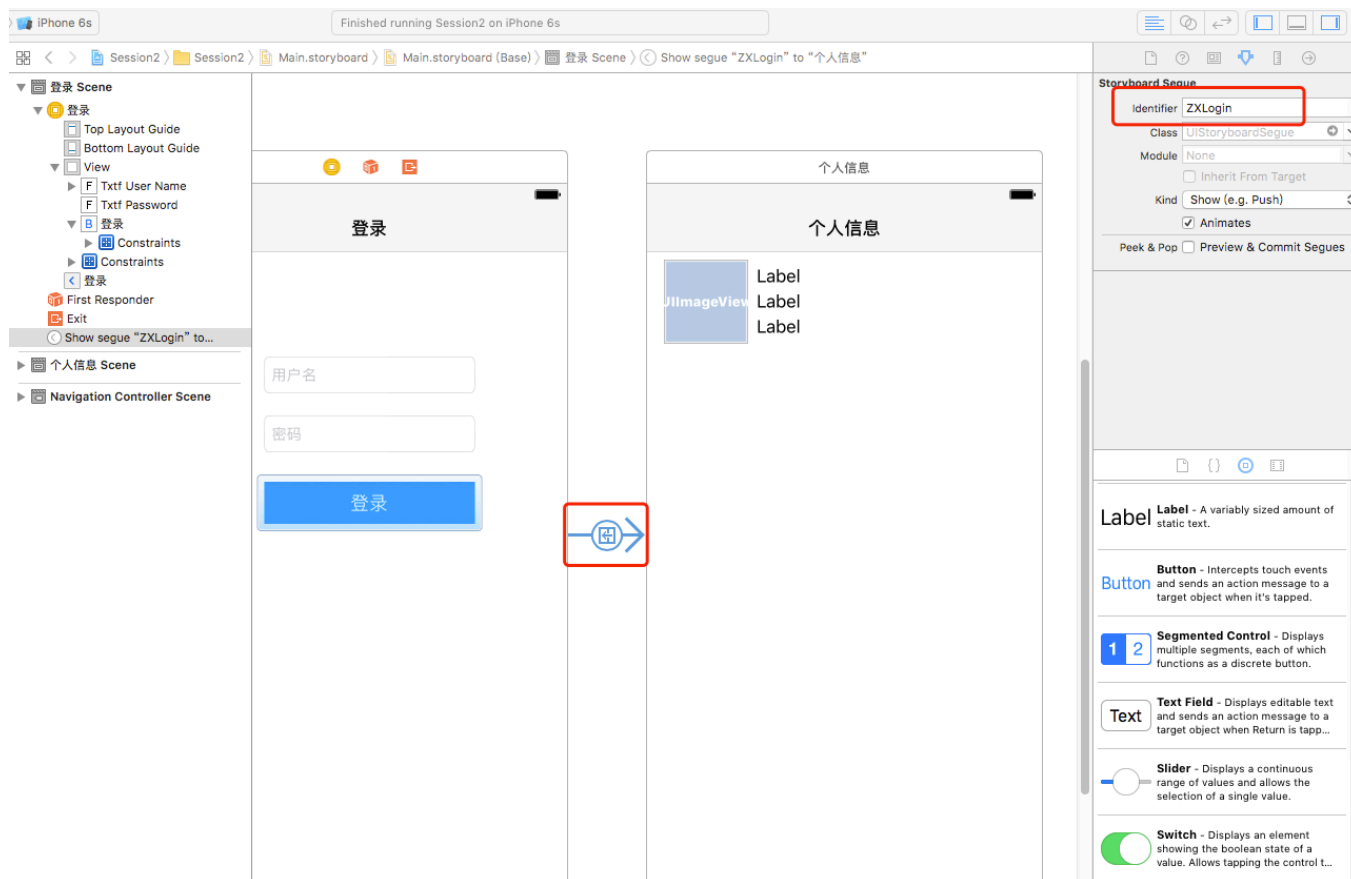
6.2给新的viewController 添加1个图片控件 3个Label控件 (参考上一节)



6.3 连接界面, 用户点击登录案例跳转到[个人信息界面]



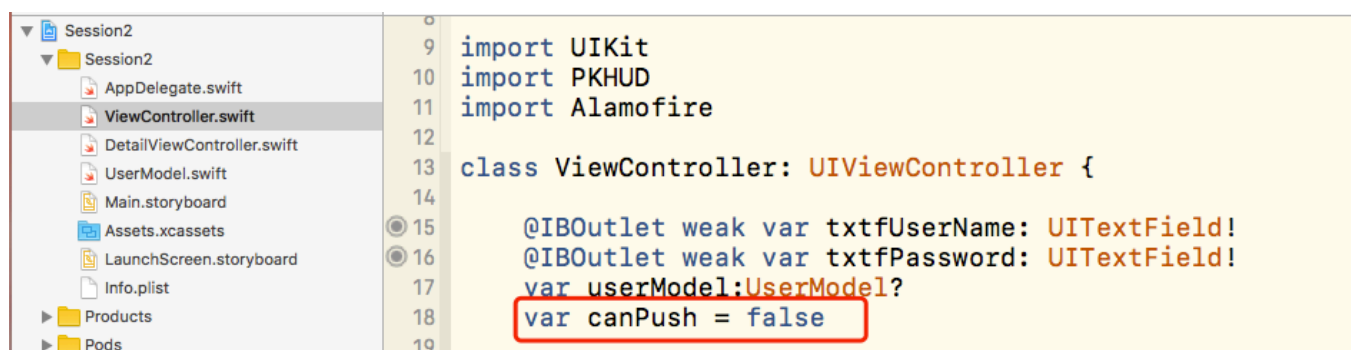
6.4 修改segue id (名称自行定义)后面会用到



此时,运行程序.点击登录会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

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



6.6在ViewController重新如下方法



```

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
ny>))

                    self.userModel = model
                    // 插入在这里
                    self.canPush = true
                    //执行Segue
                    self.performSegue(withIdentifier: "ZXLogin", sender: nil)
                }
            }
            xxx
            xxx

```

至此,login func 代码如下

```

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")
                                }
                            }
                        } catch {
                            //处理异常
                        }
                    }
                }
            }
        }
    }
    task.resume()
}

```

```

        } 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: .alert)
    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,

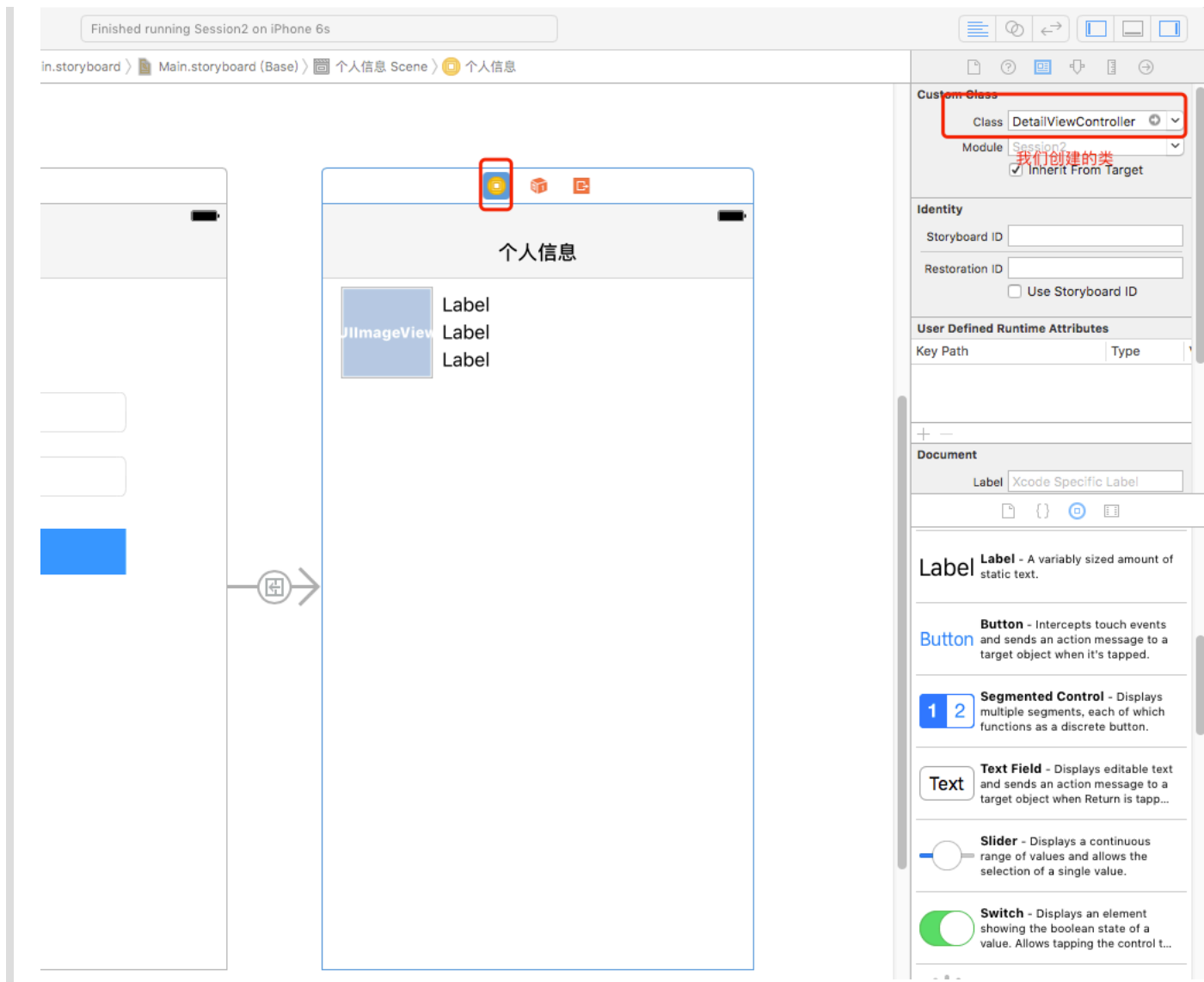
并且登录正确账户密码之后跳转到用户信息界面

接下来, 需要通过userModel 给详情界面控件赋值

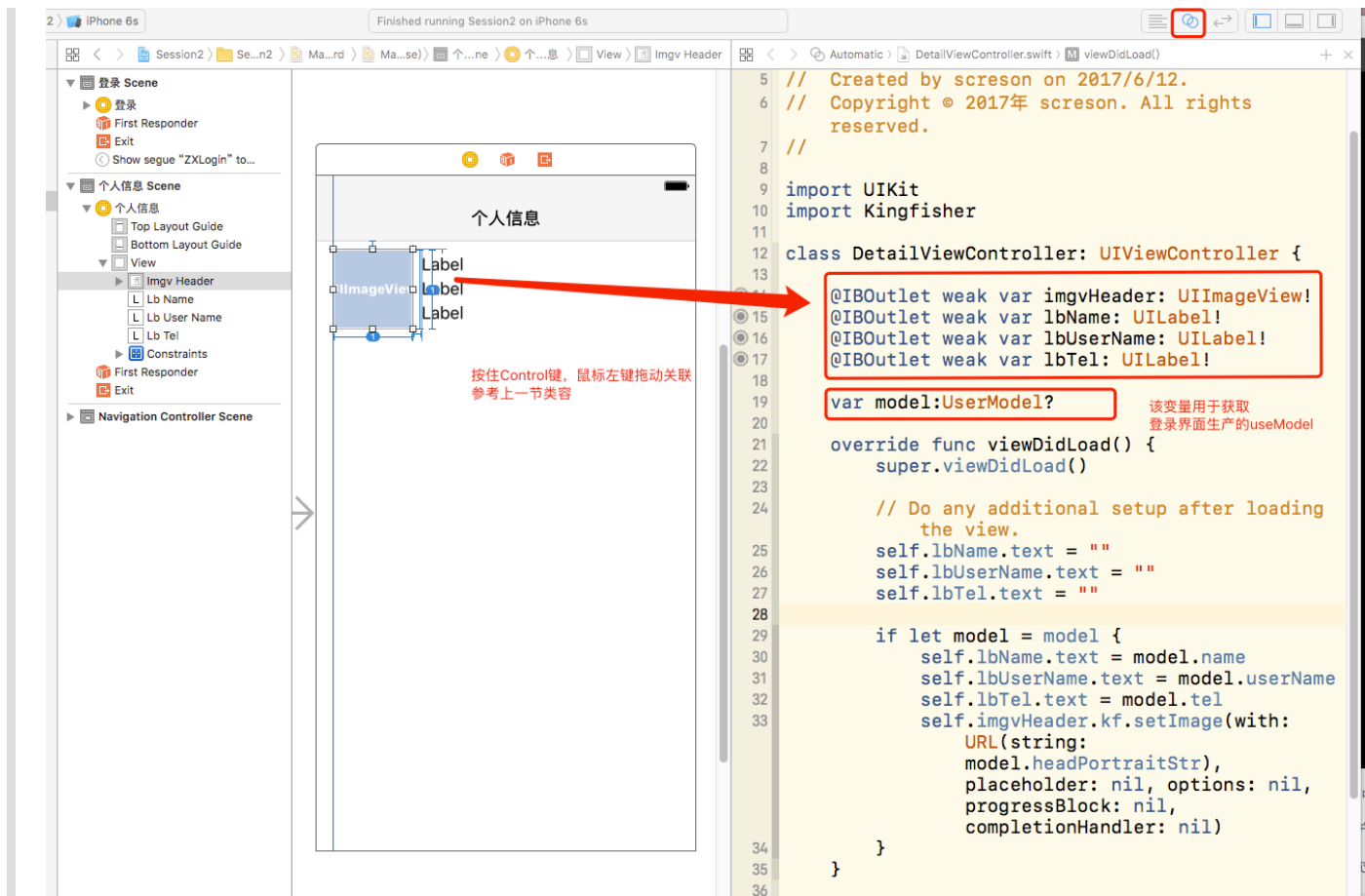
7.将个人信息界面与代码关联

7.1 command+N , 新建DetailViewController.swift

7.2 将Storyboard 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.lbTel.text = model.tel
        self.imgvHeader.kf.setImage(with: URL(string: model.headPortraitStr), placeholder: nil, options: nil, progressBlock: nil, completionHandler: nil)
    }
}
```

CreateBy:JanFelix@screson 2017/06/14