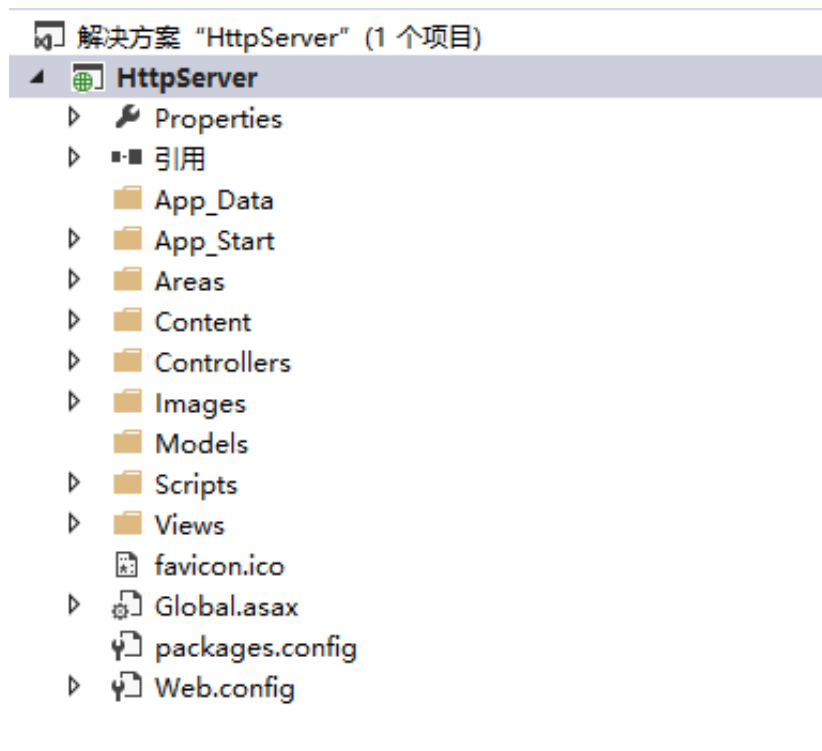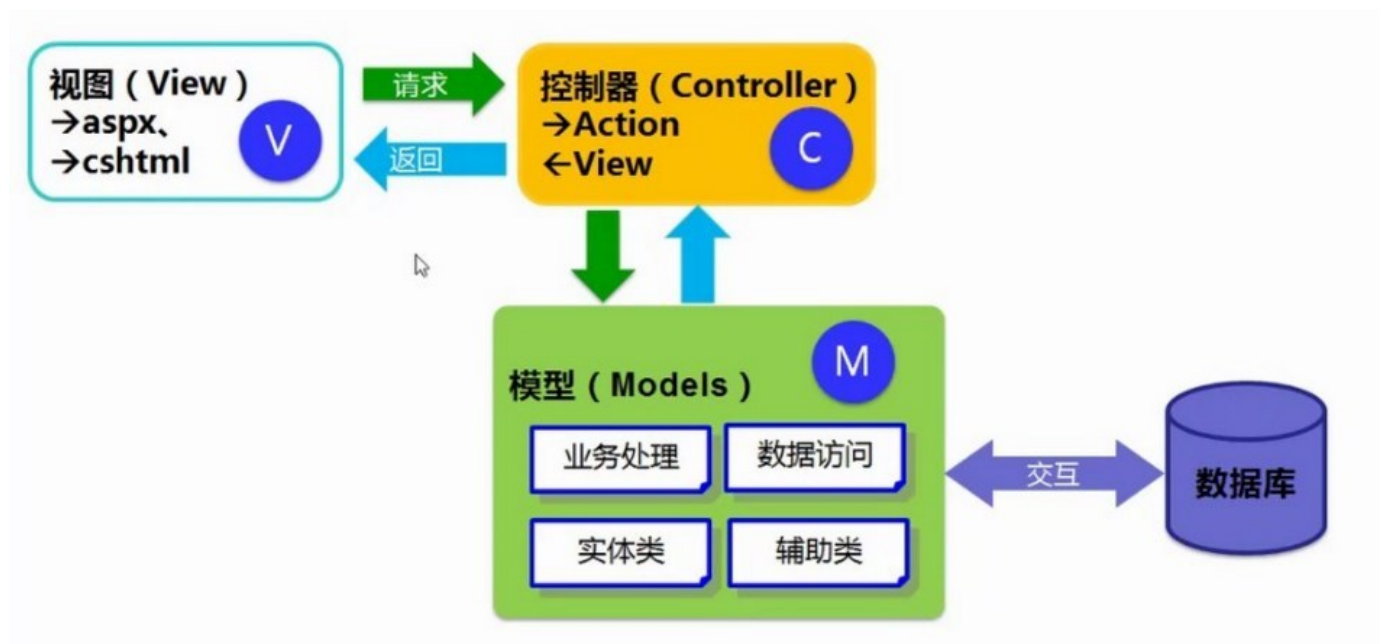创建ASP.NET web应用程序 ->选择模板Web API

1 App_Data 用来保存数据文件 比如XML

2 App_Start 包含MVC启动的相关类 RouteConfig.cs路由配置

3 Controllers 存放整个项目控制器代码文件

4 Models 存放整个项目的模型代码文件

5 Views 存放整个项目的视图代码文件(网页/界面)

添加一个新的Controller脚本

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Net.Http;
using System.Web.Http;


namespace HttpServer.Controllers
{
    public class DataController:ApiController
    {
        // GET api/values
        public IEnumerable<string> Get()
        {
            return new string[] { "你好", "再见" };
        }

       // GET api/values/5
        public string Get(int id)
        {
            return "true";
        }

        // POST api/values
        public string Post([FromBody]string value)
        {
            return "HelloWorld";
        }

        // PUT api/values/5
        public void Put(int id, [FromBody]string value)
        {
        }

        // DELETE api/values/5
        public void Delete(int id)
        {
        }
```

```
40        }
41 }
```

1 访问ValusController的默认Get

Http://localhost:port/Api/values

2 访问ValusController带参数的Get

Http://localhost:port/Api/values/18

客户端连接httpserver的代码

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.Networking;
5  using System.Text;
6  using System.Net;
7
8
9  public class HttpClient : MonoBehaviour {
10
11     void OnGUI()
12     {
13         if (GUILayout.Button("访问HTTP服务器 get"))
14         {
15             StartCoroutine(GetUrl());
16         }
17
18         if (GUILayout.Button("访问HTTP服务器 post"))
19         {
20             StartCoroutine(PostUrl2());
21         }
22     }
23
24     IEnumerator GetUrl()
25     {
26       // WWW www = new WWW("http://localhost:4178/");//访问主页
27
28        //WWW www = new WWW("Http://localhost:4178/api/Data");//访问自
```

定义controller DataApi 无参默认Get方法

```csharp
29
30         //WWW www = new WWW("Http://localhost:4178/api/Data/5"); //访
    问自定义Controller 并传递参数
31         //yield return www;
32
33         //if (!string.IsNullOrEmpty(www.error))
34         //    yield break;
35
36         //Debug.Log(www.text);
37
38
39         //version5.2以后 可以使用新类型UnityWebRequest
40         UnityWebRequest www =
    UnityWebRequest.Get("Http://localhost:4178/api/Data");
41
42         yield return www.Send(); //sendWebRequest
43
44         if (www.isError)
45             yield break;
46         //得到Http服务器的返回数据
47         Debug.Log(www.downloadHandler.text);
48
49     }
50
51     IEnumerator postUrl()
52     {
53         //表单
54         WWWForm form = new WWWForm();
55         form.AddField("username", "sdfsdf");
56
57         WWW www = new WWW("http://localhost:4178/api/Data", form);
58         yield return www;
59
60         if (!string.IsNullOrEmpty(www.error))
61             yield break;
62
63         Debug.Log(www.text);
64     }
65
66     IEnumerator PostUrl2()
67     {
```

```
        WWWForm form = new WWWForm();
        form.AddField("value", "sd");

        UnityWebRequest
www=UnityWebRequest.Post("http://localhost:4178/api/Data", form);
        yield return www.Send();

        if (www.isError)
            yield break;
        Debug.Log(www.downloadHandler.text);
    }
}
```