**import** com.google.common.util.concurrent.RateLimiter;

*//每秒向令牌桶中放入令牌个数***private** RateLimiter **limiter** = RateLimiter.*create*(0.1);  
  
@GetMapping(value = **"/getNodeInfo"**, produces = **"application/json;charset=utf-8"**)  
**public** String getNodeInfo()  
{  
 *//如果用户在1秒内没有获取到令牌，就直接放弃，进行服务降级处理* **boolean** tryAcquire = **limiter**.tryAcquire(1000, TimeUnit.***MILLISECONDS***);  
 **if**(!tryAcquire)  
 {  
 String msg = **"您访问系统太频繁了，请稍后再试！"**;  
 ***logger***.info(msg);  
 **return** msg;  
 }  
 System.***out***.println(**"成功访问服务"**);  
  
 **return "访问服务成功！"**;  
}