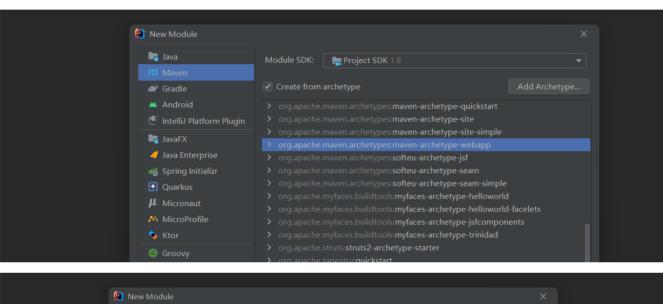
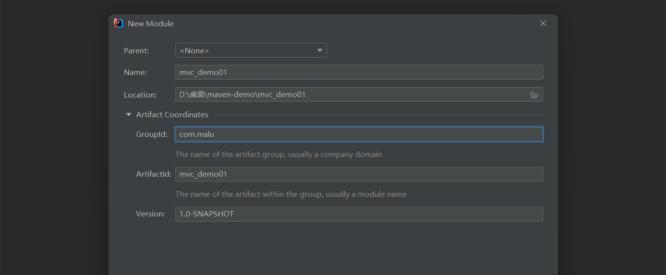
1, SpringMVC简介

SpringMVC是一个基于MVC模式的轻量级Web框架,是Spring框架的一个模块,和Spring可以直接整合使用。 SpringMVC代替了Servlet技术,它通过一套注解,让一个简单的Java类成为处理请求的控制器,而无须实现任何接口。

2, 入门案例

使用maven创建web项目,补齐包结构:





引入相关依赖和tomcat插件:

```
<version>5.2.12.RELEASE
    </dependency>
    <!-- springMVC -->
    <dependency>
      <groupId>org.springframework
      <artifactId>spring-webmvc</artifactId>
      <version>5.2.12.RELEASE
    </dependency>
    <!-- servlet -->
    <dependency>
      <groupId>javax.servlet
      <artifactId>servlet-api</artifactId>
      <version>2.5</version>
      <scope>provided</scope>
    </dependency>
    <!-- jsp -->
   <dependency>
      <groupId>javax.servlet.jsp</groupId>
      <artifactId>jsp-api</artifactId>
      <version>2.0</version>
      <scope>provided</scope>
    </dependency>
 </dependencies>
 <build>
    <plugins>
     <!-- tomcat插件 -->
      <plugin>
       <groupId>org.apache.tomcat.maven</groupId>
       <artifactId>tomcat7-maven-plugin</artifactId>
       <version>2.1</version>
       <configuration>
         <port>8080</port>
         <path>/</path>
         <uriEncoding>UTF-8</uriEncoding>
         <server>tomcat7</server>
         <systemProperties>
           <java.util.logging.SimpleFormatter.format>%1$tH:%1$tM:%1$tS %2$s%n%4$s:
%5$s%6$s%n
           </java.util.logging.SimpleFormatter.format>
         </systemProperties>
       </configuration>
     </plugin>
   </plugins>
 </build>
```

```
| The process |
```

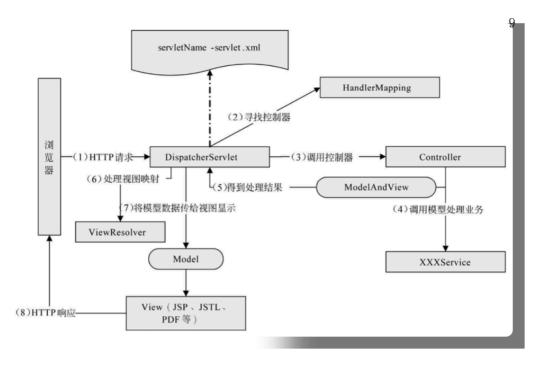
```
<!DOCTYPE web-app PUBLIC
"-//Sun Microsystems, Inc.//DTD Web Application 2.3//EN"
"http://java.sun.com/dtd/web-app_2_3.dtd" >
<web-app>
 <display-name>Archetype Created Web Application</display-name>
 <!--前端控制器,接收所有的请求,在容器启动时就会加载-->
 <servlet>
   <servlet-name>dispatcherServlet</servlet-name>
   <servlet-class>org.springframework.web.servlet.DispatcherServlet</servlet-class>
   <init-param>
     <param-name>contextConfigLocation</param-name>
     <param-value>classpath:springmvc.xml</param-value>
   </init-param>
   <load-on-startup>1</load-on-startup>
 </servlet>
 <servlet-mapping>
   <servlet-name>dispatcherServlet</servlet-name>
   <url-pattern>/</url-pattern>
 </servlet-mapping>
</web-app>
```

编写SpringMVC核心配置文件springmvc.xml,该文件和Spring配置文件写法一样。

```
<?xml version="1.0" encoding="UTF-8"?>
<beans xmlns="http://www.springframework.org/schema/beans"</pre>
       xmlns:mvc="http://www.springframework.org/schema/mvc"
       xmlns:context="http://www.springframework.org/schema/context"
       xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
       xsi:schemaLocation="
       http://www.springframework.org/schema/beans
       http://www.springframework.org/schema/beans/spring-beans.xsd
       http://www.springframework.org/schema/mvc
       http://www.springframework.org/schema/mvc/spring-mvc.xsd
       http://www.springframework.org/schema/context
       http://www.springframework.org/schema/context/spring-context.xsd">
    <!-- 扫描包 -->
    <context:component-scan base-package="com.malu"></context:component-scan>
    <!-- 开启SpringMVC注解支持 -->
    <mvc:annotation-driven></mvc:annotation-driven>
</beans>
```

```
package com.malu.controller;
                                                                                                                 Q Search Postman
                                                                  Home Workspaces V Reports Explore
                                                                                                        🖄 Working locally in Scratch Pad. Switch to a W
                                                                  ☐ GET http://127.0.0.1:80... • + ····
                                                                                                                                No Env
      [INFO] Completed initialization in 754 ms
                                                                  00
                                                                      http://127.0.0.1:8080/v1/hello
                                                                  v http://127.0.0.1:8080/v1/helio
                                                                  Authorization Headers (6) Body Pre-request Script Tests Settings
@Controller
public class MyController {
     @RequestMapping("/v1/hello")
     public void helloMVC(){
           System.out.println("hello SpringMVC!");
           // 还没有给前端返回任何内容
     }
}
```

3, 执行流程



SpringMVC的组件:

• DispatcherServlet: 前端控制器,接受所有请求,调用其他组件。

• HandlerMapping: 处理器映射器,根据配置找到方法的执行链。

• HandlerAdapter: 处理器适配器,根据方法类型找到对应的处理器。

• ViewResolver: 视图解析器,找到指定视图。

组件的工作流程:

- 客户端将请求发送给前端控制器。
- 前端控制器将请求发送给处理器映射器,处理器映射器根据路径找到方法的执行链,返回给前端控制器。
- 前端控制器将方法的执行链发送给处理器适配器,处理器适配器根据方法类型找到对应的处理器。
- 处理器执行方法,将结果返回给前端控制器。
- 前端控制器将结果发送给视图解析器,视图解析器找到视图文件位置。
- 视图渲染数据并将结果显示到客户端。

4, 参数获取 (封装为简单数据类型)

在Servlet中我们通过 request.getParameter(name) 获取请求参数。该方式存在两个问题:

- 请求参数较多时会出现代码冗余。
- 与容器紧耦合。

而SpringMVC支持参数注入的方式用于获取请求数据,即将请求参数直接封装到方法的参数当中。用法如下:

```
import org.springframework.web.bind.annotation.RequestMapping;
                                                    Home Workspaces v
                                                                                               Q Search Postman
                                                                                       🖄 Working locally in Scratch Pad. Switch to a Workspace
                                                    GET http://127.0.0.1:80... • + •••
      | <u>| FIMLO| comb</u>resen THTCTQCTTQH TH 000 m2
                                                       http://127.0.0.1:8080/v1/hello?username=malu&age=100
                                                                http://127.0.0.1:8080/v1/hetllo?username=malu&age=100
                                                    http://127.0.0.1:8080/v1/hello?username=malu&age=100
@Controller
public class MyController {
     @RequestMapping("/v1/hello")
     public void helloMVC(String username, int age){
           System.out.println(username);
           System.out.println(age);
     }
}
```

5,参数获取(封装为对象类型)

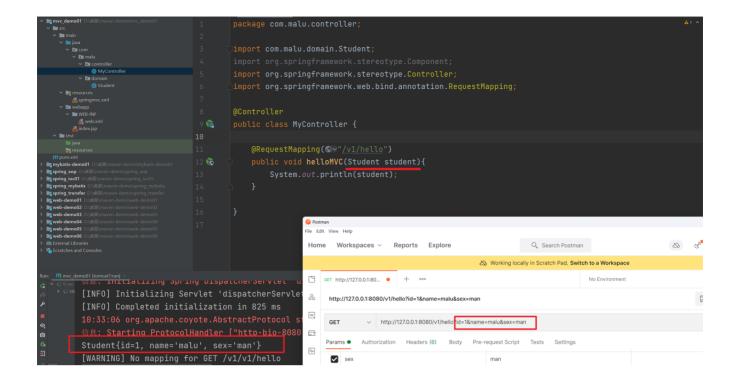
SpringMVC支持将参数直接封装为对象,编写实体类:

```
package com.malu.domain;
public class Student {
   private int id;
    private String name;
    private String sex;
    public Student() {
    public Student(int id, String name, String sex) {
        this.id = id;
        this.name = name;
        this.sex = sex;
    public int getId() {
       return id;
    }
    public void setId(int id) {
       this.id = id;
    }
    public String getName() {
       return name;
    }
    public void setName(String name) {
       this.name = name;
    }
    public String getSex() {
       return sex;
    }
```

```
public void setSex(String sex) {
    this.sex = sex;
}

@Override
public String toString() {
    return "Student{" +
        "id=" + id +
        ", name='" + name + '\'' +
        ", sex='" + sex + '\'' +
        "};
}
```

访问该方法时,请求参数名和方法参数的属性名相同,即可完成自动封装。



封装关联对象,编写实体类:

```
| Project | Pro
```

```
package com.malu.domain;

public class Address {
    private String info; //地址信息
    private String postcode; //邮编

public String getInfo() {
        return info;
    }

public void setInfo(String info) {
        this.info = info;
    }
```

```
public class Student {
    private int id;
    private String name;
    private String sex;
    private Address address; // 地址对象

public Student() {
    }

public Student(int id, String name, String sex, Address address) {
        this.id = id;
        this.name = name;
        this.sex = sex;
        this.address = address;
}

public int getId() {
```

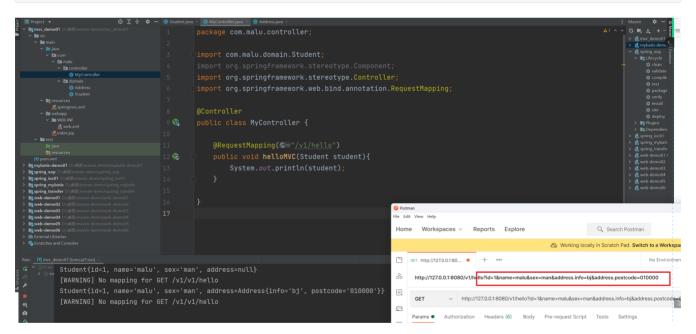
```
return id;
   }
    public void setId(int id) {
      this.id = id;
   public String getName() {
      return name;
   }
   public void setName(String name) {
       this.name = name;
   }
    public String getSex() {
       return sex;
    public void setSex(String sex) {
       this.sex = sex;
   }
    public Address getAddress() {
       return address;
   }
    public void setAddress(Address address) {
       this.address = address;
    }
   @override
    public String toString() {
        return "Student{" +
               "id=" + id +
               ", name='" + name + '\'' +
               ", sex='" + sex + '\'' +
               ", address=" + address +
                '}';
   }
}
```

编写控制器方法:

```
| Project | ② I ÷ ¢ - Studentjava × MyConnoller java | Address java × package com.malu.controller;
| Date |
```

访问该方法时,请求参数名和方法参数的属性名相同,即可完成自动封装。

```
http://127.0.0.1:8080/v1/hello?
id=1&name=malu&sex=man&address.info=bj&address.postcode=010000
```



我们也可以使用表单发送带有参数的请求:

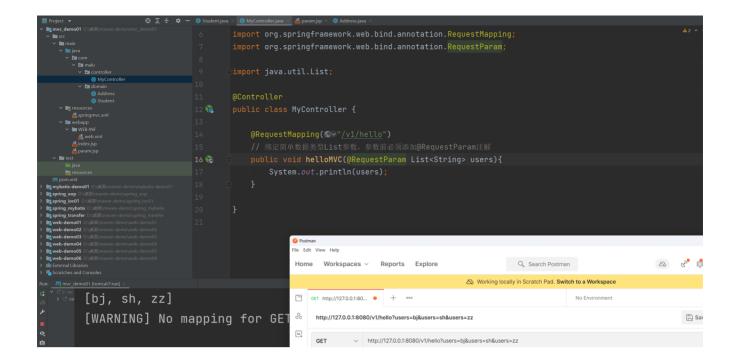
```
| The content of the
```

表单代码:

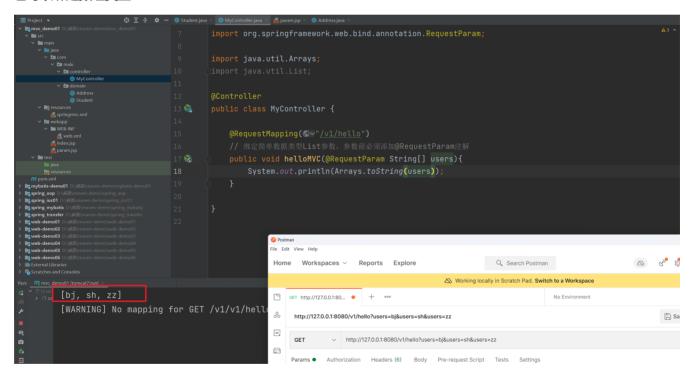
```
<%@ page contentType="text/html;charset=UTF-8" language="java" %>
<html>
<head>
   <title>表单提交</title>
</head>
<body>
<form action="/v1/hello" method="get">
   id:<input name="id">
   姓名:<input name="name">
   性别:<input name="sex">
   住址:<input name="address.info">
   邮编:<input name="address.postcode">
   <input type="submit">
</form>
</body>
</html>
```

6,参数获取(封装为集合类型)

SpringMVC支持将参数封装为List或Map集合,封装成List集合,封装为简单数据类型集合,所谓的简单类型就是字符串+基本数据类型,编写控制器:



也可以绑定数组类型:



封装为对象类型集合,SpringMVC不支持将参数封装为对象类型的List集合,但可以封装到有List属性的对象中。编写实体类: List

```
| Studentjan | Ostudentjan |
```

```
package com.malu.domain;
import java.util.List;
public class Student {
   private int id;
   private String name;
   private String sex;
   private List<Address> address; // 地址集合
   public Student() {
   public Student(int id, String name, String sex, List<Address> address) {
        this.id = id;
        this.name = name;
        this.sex = sex;
        this.address = address;
   }
   public int getId() {
       return id;
   public void setId(int id) {
       this.id = id;
   public String getName() {
       return name;
   public void setName(String name) {
       this.name = name;
   public String getSex() {
```

```
return sex;
   }
   public void setSex(String sex) {
        this.sex = sex;
   public List<Address> getAddress() {
       return address;
   public void setAddress(List<Address> address) {
        this.address = address;
    @override
   public String toString() {
        return "Student{" +
                "id=" + id +
                ", name='" + name + '\'' +
                ", sex='" + sex + '\'' +
                ", address=" + address +
                '}';
}
```

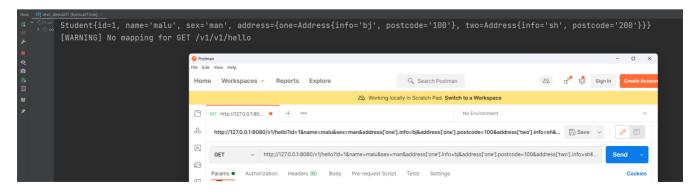
```
| Parameter | Para
```

```
http://127.0.0.1:8080/v1/hello?
id=1&name=malu&sex=man&address[0].info=bj&address[0].postcode=100&address[1].info=sh&addres
s[1].postcode=200
```

封装为Map集合,同样,SpringMVC要封装Map集合,需要封装到有Map属性的对象中。编写实体类:

```
package com.malu.domain;
import java.util.List;
import java.util.Map;
public class Student {
   private int id;
   private String name;
   private String sex;
   private Map<String, Address> address;
   public Student() {
   }
   public Student(int id, String name, String sex, Map<String, Address> address) {
        this.id = id;
        this.name = name:
        this.sex = sex;
        this.address = address;
    }
   public int getId() {
        return id;
   public void setId(int id) {
        this.id = id;
```

```
public String getName() {
       return name;
   public void setName(String name) {
       this.name = name;
   public String getSex() {
       return sex;
   public void setSex(String sex) {
       this.sex = sex;
   public Map<String, Address> getAddress() {
      return address;
   public void setAddress(Map<String, Address> address) {
       this.address = address;
    @override
   public String toString() {
       return "Student{" +
                "id=" + id +
                ", name='" + name + '\'' +
                ", sex='" + sex + '\'' +
                ", address=" + address +
                '}';
   }
}
```



- 7, 参数获取 (Servlet原生对象获取参数)
- 8,参数获取(自定义参数类型转化器)
- 9,参数获取(编码过滤器)
- 10, 处理响应(配置视图解析器)
- 11, 处理响应(控制器方法的返回值)
- 12, 处理响应 (request域设置数据)
- 13, 处理响应(session域设置数据)
- 14, 处理响应(context域设置数据)
- 15, 处理响应(请求转发与重定向)
- 16, @Controller
- 17, @RequestMapping
- 18, @RequestParam
- 19, @RequestHeader,@CookieValue
- 20, @SessionAttributes
- 21, @ModelAttribute
- 22, RESTful 风格支持

| 23, @ResponseBody |
|---------------------|
| 24, @RestController |
| 25, 静态资源映射 |
| 26, @RequestBody |
| 27,原生方式上传 |
| 28,SpringMVC方式上传 |
| 30, 异步上传 |
| 31, 跨服务器上传 |
| 32, 文件下载 |
| 33, 单个控制器异常处理 |
| 34, 全局异常处理 |
| 35, 自定义异常处理器 |
| 36, 挂截器 |
| 37, 全局拦截器 |
| 38, 拦截器链与执行顺序 |
| 39, 拦截器过滤敏感词 |
| 40, 同源策略 |
| 41, 跨域清求 |
| 42, 控制器接收跨域请求 |
| |