# 标准规范

## 添加Jar包

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| <dependency>  <groupId>org.springframework.boot</groupId>  <artifactId>spring-boot-starter-websocket</artifactId>  </dependency> |

## 注入ServerEndpointExporter组件

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| @Bean  public ServerEndpointExporter serverEndpointExporter() {  return new ServerEndpointExporter();  } |

## 增加节点

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| @Data @Slf4j @Component @ServerEndpoint(**"/broadcast"**) **public class** BroadcastClient {  */\*\*  \* 储存已连接客户端  \*/* **private static** Set<BroadcastClient> *broadcastClients* = **new** CopyOnWriteArraySet<>();  */\*\*  \* 客户端连接会话  \*/* **private** Session **session**;  */\*\*  \* 建立连接时  \*/* @OnOpen  **public void** onopen(Session session) {  **this**.**session** = session;  *broadcastClients*.add(**this**);  }  */\*\*  \* 连接关闭时  \*/* @OnClose  **public void** onclose() {  *broadcastClients*.remove(**this**);  }  */\*\*  \* 接受消息时  \*/* @OnMessage  **public void** onmessage(String message) **throws** IOException {  **for** (BroadcastClient broadcastClient : *broadcastClients*) {  broadcastClient.**session**.getBasicRemote().sendText(**"["** + **this**.**session**.getId() + **"]："** + message);  }  } } |

## 编写前端

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| <!DOCTYPE **html**> <**html lang="zh"**> <**head**>  <**meta charset="UTF-8"**>  <**title**>WebSocket连接</**title**> </**head**> <**body**> <**div id="data"**></**div**> <**div**>  <**input id="msg" type="text"**>  <**button onclick="***send*()**"**>send</**button**> </**div**> </**body**> <**script**>  **let *ws*** = **null**;  ***window***.**onload** = **function** () {  ***ws*** = **new *WebSocket***(**"ws://"** + ***window***.**location**.**host** + **"/broadcast"**);  ***ws***.**onmessage** = **function** (event) {  **let** pTag = ***document***.createElement(**'p'**);  pTag.**innerText** = event.**data**;  ***document***.getElementById(**"data"**).appendChild(pTag);  }  };  **function** *send*() {  ***ws***.send(***document***.getElementById(**"msg"**).**value**);  } </**script**> </**html**> |

打包时，若未跳过测试，则需

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| @SpringBootTest(webEnvironment = SpringBootTest.WebEnvironment.***RANDOM\_PORT***) |