

# **Android 应用软件设计**

## **E 6 XML or JSON**

**学号：SA17225268**

**姓名：彭明**

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# 1.主题概述

本次的主题是以 JSON 和 XML 的方式来进行客户端和服务端之间的数据传输。

## 2.假设

主题内容以 tomcat 服务器作为项目的服务端，在本机上访问时，ip 为 localhost，在模拟器上访问时，ip 为 10.0.2.2。

### 3. 实现或证明

1. 新建 Java web 工程 SCOSServer，在该工程下定义源码包“esd.scos.servlet”，在 SCOSServer 包 esd.scos.servlet 下新建类 LoginValidator 继承 HttpServlet

```
@WebServlet(name = "LoginValidator")
public class LoginValidator extends HttpServlet {
    protected void doPost(HttpServletRequest request,
        HttpServletResponse response) throws ServletException, IOException {
        request.setCharacterEncoding("UTF-8");
        response.setCharacterEncoding("UTF-8");
        response.setContentType("application/json; charset=utf-8");

        String username = request.getParameter("username");
        String password = request.getParameter("password");

        OutputStream out = response.getOutputStream();
        if("pengming".equals(username) && "123456".equals(password)) {
            out.write("{RESULTCODE:1}".getBytes("UTF-8"));
        } else {
            out.write("{RESULTCODE:0}".getBytes("UTF-8"));
        }

        out.flush();
        out.close();
    }

    protected void doGet(HttpServletRequest request, HttpServletResponse
        response) throws ServletException, IOException {
        doPost(request, response);
    }
}
```

## 2. 在 SCOSServer 包 esd.scos.servlet 下新建类 FoodUpdateService 继承 HttpServlet

其中用到的 Food 类同客户端一样

```
@WebServlet(name = "FoodUpdateService")
public class FoodUpdateService extends HttpServlet {
    protected void doPost(HttpServletRequest request,
        HttpServletResponse response) throws ServletException, IOException {
        doGet(request, response);
    }

    protected void doGet(HttpServletRequest request, HttpServletResponse
        response) throws ServletException, IOException {

        response.setCharacterEncoding("UTF-8");
        response.setContentType("application/json; charset=utf-8");

        List<Food> foods = new ArrayList<Food>();

        for(int i = 0; i < 3; i++){
            Food food = new Food();
            food.setFoodName("农家小炒肉" + i);
            food.setFoodPrice(24 + i);
            food.setKind("热菜");
            foods.add(food);
        }

        String result = JSON.toJSONString(foods);

        OutputStream out = response.getOutputStream();
        out.write(result.getBytes("UTF-8"));
        out.flush();
        out.close();
    }
}
```

在 web.xml 中对两个 servlet 进行绑定

```
<servlet>
    <servlet-name>LoginValidator</servlet-name>
    <servlet-class>esd.scos.servlet.LoginValidator</servlet-class>
</servlet>

<servlet-mapping>
    <servlet-name>LoginValidator</servlet-name>
    <url-pattern>/LoginValidator</url-pattern>
</servlet-mapping>

<servlet>
    <servlet-name>FoodUpdateService</servlet-name>
<servlet-class>esd.scos.servlet.FoodUpdateService</servlet-class>
</servlet>

<servlet-mapping>
    <servlet-name>FoodUpdateService</servlet-name>
    <url-pattern>/FoodUpdateService</url-pattern>
</servlet-mapping>
```

3. 修改 SCOS 的 LoginOrRegister 代码，当用户点击“登录”或“注册”按钮时，使用 HttpURLConnection 访问 SCOSServer 的 Servlet 类 LoginValidator

这里在对用户名和密码进行之前的检查符合之后，调用如下代码：

```
mAuthTask = new UserLoginTask(username, password);
mAuthTask.execute((Void) null);
```

```
public class UserLoginTask extends AsyncTask<Void, Void, Boolean> {
    private final String mUsername;
    private final String mPassword;
```

```
UserLoginTask(String username, String password) {  
    mUsername = username;  
    mPassword = password;  
}  
  
@Override  
protected void onPreExecute() {  
    mProgressBar.setVisibility(View.VISIBLE);  
}  
  
@Override  
protected Boolean doInBackground(Void... params) {  
    HttpURLConnection connection = null;  
    BufferedReader reader = null;  
  
    try{  
        URL url = new  
URL("http://10.0.2.2:8080/SCOSServer/LoginValidator");  
        connection = (HttpURLConnection) url.openConnection();  
        connection.setRequestMethod("POST");  
        connection.setConnectTimeout(8000);  
        connection.setReadTimeout(8000);  
        connection.setDoInput(true);  
        connection.setDoOutput(true);  
        connection.setUseCaches(false);  
  
connection.setRequestProperty("Content-Type", "application/x-www-form-  
urlencoded");  
        connection.setRequestProperty("Charset", "UTF-8");  
        connection.connect();  
  
        DataOutputStream out = new  
DataOutputStream(connection.getOutputStream());
```

```
String content = "username="+ URLEncoder.encode(mUsername,
"UTF-8");

content += "&password=" + URLEncoder.encode(mPassword,
"UTF-8");

out.writeBytes(content);
out.flush();
out.close();

InputStream in = connection.getInputStream();
reader = new BufferedReader(new InputStreamReader(in));
StringBuilder response = new StringBuilder();
String line;
while ((line = reader.readLine()) != null) {
    response.append(line);
}

return parseJSON(response.toString());

} catch (Exception e) {
    e.printStackTrace();
} finally {
    if (reader != null) {
        try {
            reader.close();
        } catch (IOException e) {
            e.printStackTrace();
        }
    }

    if(connection != null) {
        connection.disconnect();
    }
}

return false;
}
```



```
@Override

protected void onPostExecute(final Boolean success) {

    mAuthTask = null;

    mProgressView.setVisibility(View.GONE);

    if (success) {

        User loginUser = new User();

        loginUser.setUsername(mUsername);

        loginUser.setPassword(mPassword);

        if(oldUser) {

            loginUser.setOldUser(oldUser);

        } else {

            loginUser.setOldUser(oldUser);

        }

        Intent returnIntent = new Intent();

        returnIntent.putExtra("user", loginUser);

        setResult(RESULT_OK, returnIntent);

        SharedPreferences.Editor editor =
getSharedPreferences("userdata", MODE_PRIVATE).edit();

        editor.putString("username", mUsername);

        editor.putInt("loginState", 1);

        editor.apply();

        finish();

    } else {

mPasswordView.setError(getString(R.string.error_incorrect_password));

        mPasswordView.requestFocus();

    }

}

@Override

protected void onCancelled() {
```

```
        mAuthTask = null;

        mProgressView.setVisibility(View.GONE);
    }
}

private Boolean parseJSON(String data){
    int resultcode = 0;

    try {
        JSONObject jsonObject = new JSONObject(data);
        resultcode = jsonObject.getInt("RESULTCODE");
    } catch (JSONException e) {
        e.printStackTrace();
    }

    if(resultcode == 1){
        return true;
    }

    return false;
}
```

4. 修改 SCOS 的 UpdateService 代码, 在该类中使用 HttpURLConnection 访问 SCOSServer 中 FoodUpdateService 的 doGet()方法, 解析返回结果 JSON 信息

```
private List<Food> foods;
```

```
HttpURLConnection connection = null;
BufferedReader reader = null;

try{
    URL url = new
URL("http://10.0.2.2:8080/SCOSServer/FoodUpdateService");
```

```
connection = (HttpURLConnection) url.openConnection();
connection.setRequestMethod("GET");
connection.setConnectTimeout(8000);
connection.setReadTimeout(8000);

InputStream in = connection.getInputStream();
reader = new BufferedReader(new InputStreamReader(in));
StringBuilder response = new StringBuilder();
String line;
while ((line = reader.readLine()) != null) {
    response.append(line);
}

foods = parseJSON(response.toString());

} catch (Exception e) {
    e.printStackTrace();
} finally {
    if (reader != null) {
        try {
            reader.close();
        } catch (IOException e) {
            e.printStackTrace();
        }
    }

    if (connection != null) {
        connection.disconnect();
    }
}
```

这里用到了 Google 的 Gson 开源库

```
private List<Food> parseJSON(String data) {
    Gson gson = new Gson();
```

```
List<Food> foods = gson.fromJson(data, new
TypeToken<List<Food>>() {}.getType());

return foods;

}
```

5. 改 SCOS 的 `UpdateService` 代码, 当有菜品更新时, 使用 `MediaPlayer` 播放更新提示音, 并使用 `NotificationManager` 在状态栏提示用户“新品上架: 菜品数量”, 通知中含有“清除”按钮, 当点击清除按钮时, 通知消除; 当点击通知其他区域时, 页面跳转至 SCOS 的 `MainScreen` 屏幕

```
private MediaPlayer mediaPlayer;

private Handler mHandler = new Handler();
```

```
if(foods != null){
    Uri uri = RingtoneManager.getActualDefaultRingtoneUri(this,
RingtoneManager.TYPE_RINGTONE);

    mediaPlayer = MediaPlayer.create(this, uri);

    try {
        mediaPlayer.prepare();
    } catch (IllegalStateException e) {
        e.printStackTrace();
    } catch (IOException e) {
        e.printStackTrace();
    }

    mediaPlayer.start();

    mHandler.postDelayed(new Runnable() {
        @Override
        public void run() {
            mediaPlayer.stop();
        }
    }, 3000);
}
```

```
        Intent detailIntent = new Intent(UpdateService.this,
MainScreen.class);

        PendingIntent pi =
PendingIntent.getActivity(UpdateService.this, 0, detailIntent, 0);

        RemoteViews views = new RemoteViews(getPackageName(),
R.layout.notification);

        PendingIntent btn = PendingIntent.getBroadcast(this, 1, new
Intent("es.source.code.service.notification"), 0);

        views.setOnClickPendingIntent(R.id.btn_update, btn);

        views.setTextViewText(R.id.tv_update, "新品上架: 菜品数量" +
foods.size());

        NotificationManager manager = (NotificationManager)
getSystemService(NOTIFICATION_SERVICE);

        Notification notification = new
NotificationCompat.Builder(UpdateService.this)
            .setContent(views)
            .setWhen(System.currentTimeMillis())
            .setSmallIcon(R.mipmap.ic_launcher)
            .setContentIntent(pi)
            .build();

        manager.notify(1, notification);
    }
```

接收清除按钮的 BroadcastReceiver

```
public class CleanNotification extends BroadcastReceiver {

    @Override
```

```

public void onReceive(Context context, Intent intent) {
    NotificationManager manager = (NotificationManager)
context.getSystemService (NOTIFICATION_SERVICE);
    manager.cancel(1);
}
}

```

在 AndroidManifest.xml 中添加 Action

```

<receiver
    android:name="es.source.code.br.CleanNotification"
    android:enabled="true"
    android:exported="true">
    <intent-filter>
        <action
android:name="es.source.code.service.notification" />
    </intent-filter>
</receiver>

```

6. 修改 SCOSServer 工程 FoodUpdateService 代码，使用 XML 封装菜品更新信息，内容要求不变

用 JAXB 实现 javabean 到 xml 的转换，先在 Food 类属性的 getter 方法上加上注解 @XmlElement(name=" ")对应的属性名，再新建 FoodList 类

```

@XmlRootElement (name="list")
public class FoodList {
    private List<Food> foods;

    @XmlElement (name = "food")
    public List<Food> getFoods() {
        return foods;
    }
}

```

```
public void setFoods(List<Food> foods) {  
    this.foods = foods;  
}  
}
```

```
protected void doGet(HttpServletRequest request, HttpServletResponse  
response) throws ServletException, IOException {  
  
    response.setCharacterEncoding("UTF-8");  
    response.setContentType("application/xml; charset=utf-8");  
  
    List<Food> foods = new ArrayList<Food>();  
  
    for(int i = 0; i < 3; i++){  
        Food food = new Food();  
        food.setFoodName("农家小炒肉" + i);  
        food.setFoodPrice(24 + i);  
        food.setKind("热菜");  
        foods.add(food);  
    }  
  
    FoodList foodList = new FoodList();  
    foodList.setFoods(foods);  
  
    String result = convertToXml(foodList);  
  
    OutputStream out = response.getOutputStream();  
    out.write(result.getBytes("UTF-8"));  
    out.flush();  
    out.close();  
}
```

```
public static String convertToXml(Object obj){  
    String result = null;
```

```

    try {
        JAXBContext context =
JAXBContext.newInstance(FoodList.class);

        Marshaller marshaller = context.createMarshaller();
        marshaller.setProperty(Marshaller.JAXB_FORMATTED_OUTPUT,
true);

        marshaller.setProperty(Marshaller.JAXB_ENCODING, "UTF-8");

        StringWriter writer = new StringWriter();
        marshaller.marshal(obj, writer);
        result = writer.toString();
    } catch (JAXBException e) {
        e.printStackTrace();
    }

    return result;
}

```

7. 修改 SCOS 的 UpdateService 代码，使用 HttpURLConnection 访问 SCOSServer 中 FoodUpdateService 的 doGet()方法，并解析返回结果，保持提示功能不变

HttpURLConnection 部分和 JSON 一样，只需要修改解析得到的字符串部分，将以下代码

```
foods = parseJSON(response.toString());
```

修改为

```
foods = parseXML(response.toString());
```

增加 parseXML 方法

```

private List<Food> parseXML(String data) {

    List<Food> foods = new ArrayList<Food>();

    XmlPullParserFactory factory = null;

```



```
try {
    factory = XmlPullParserFactory.newInstance();
    XmlPullParser xmlPullParser = factory.newPullParser();
    xmlPullParser.setInput(new StringReader(data));
    int eventType = xmlPullParser.getEventType();

    String foodName = "";
    int foodPrice = 0;
    String kind = "";
    while (eventType != XmlPullParser.END_DOCUMENT) {
        String nodeName = xmlPullParser.getName();
        switch (eventType) {
            // 开始解析某个节点
            case XmlPullParser.START_TAG: {
                if ("foodName".equals(nodeName)) {
                    foodName = xmlPullParser.nextText();
                } else if ("foodPrice".equals(nodeName)) {
                    foodPrice =
Integer.parseInt(xmlPullParser.nextText());
                } else if ("kind".equals(nodeName)) {
                    kind = xmlPullParser.nextText();
                }
                break;
            }
            // 完成解析某个节点
            case XmlPullParser.END_TAG: {
                if ("food".equals(nodeName)) {
                    Food food = new Food();
                    food.setFoodName(foodName);
                    food.setFoodPrice(foodPrice);
                    food.setKind(kind);
                    foods.add(food);
                }
                break;
            }
        }
    }
}
```

```
        default:
            }

            eventType = xmlPullParser.next();
        }
    } catch (Exception e) {
        e.printStackTrace();
    }

    return foods;
}
```

## 4. 结论

### 1. XML 解析方式主要有三类：DOM、SAX、PULL

#### DOM 方式：

优点：整个文档树存在内存中，可对 XML 文档进行操作：删除、修改等等；可多次访问已解析的文档；由于在内存中以树形结构存放，因此检索和更新效率会更高

缺点：解析 XML 文件时会将整个 XML 文件的内容解析成树型结构存放在内存中并创建新对象，比较消耗时间和内存

#### SAX 方式：

优点：解析效率高、占存少、灵活性高

缺点：解析方法复杂，代码量大；可拓展性差：无法对 XML 树内容结构进行任何修改

#### PULL 方式：

优点：SAX 的优点 PULL 都有，而且解析方法比 SAX 更加简单

缺点：可拓展性差：无法对 XML 树内容结构进行任何修改

### 2. XML：

#### 优点：

1. 格式统一，符合标准
2. 容易与其他系统进行远程交互，数据共享比较方便

#### 缺点：

1. XML 文件格式文件庞大，格式复杂，传输占用带宽
2. 服务器端和客户端都需要花费大量代码来解析 XML，不论服务器端和客户端代码变的异常复杂和不容易维护
3. 客户端不同浏览器之间解析 XML 的方式不一致，需要重复编写很多代码
4. 服务器端和客户端解析 XML 花费资源和时间

### JSON：

#### 优点：

1. 数据格式比较简单，易于读写，格式都是压缩的，占用带宽小
2. 易于解析这种语言，客户端 JavaScript 可以简单的通过 `eval_r()` 进行 JSON 数据的读取
3. 因为 JSON 格式能够直接为服务器端代码使用，大大简化了服务器端和客户端的代码开发量，但是完成的任务不变，且易于维护

#### 缺点：

1. 没有 XML 格式推广的深入人心和使用广泛，没有 XML 那么通用性

## 5.参考文献

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5. JAXB 实现 java 对象与 xml 之间互相转换  
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