



链滴

# ant-design-admin 开发之旅 (1)-- 先用起来再说

作者: [biristone](#)

原文链接: <https://ld246.com/article/1520749735162>

来源网站: [链滴](#)

许可协议: [署名-相同方式共享 4.0 国际 \(CC BY-SA 4.0\)](#)

<p><strong>1、 安装软件</strong></p>

<p>下载 node.js 8.x 及以上 (推荐 v8.1.2) , 然后安装并通过命令行检查 node --version。下载 we storm 2017.3 版, 并输入 <a href="https://ld246.com/forward?goto=http%3A%2F%2Fidea.co ebeta.cn" target="\_blank" rel="nofollow ugc">http://idea.codebeta.cn</a> 注册。 </p>

<p>\*\*1、 \*\*<strong>环境搭建</strong></p>

<p>克隆项目文件:</p>

<p>git clone <a href="https://ld246.com/forward?goto=https%3A%2F%2Fgithub.com%2Fzui dea%2Fantd-admin.git" target="\_blank" rel="nofollow ugc">https://github.com/zuiidea/antd admin.git</a> </p>

<p>进入目录安装依赖:</p>

<p>#开始前请确保没有安装 roadhog、webpack 到 NPM 全局目录</p>

<p>npm i 或者 yarn install</p>

<p>编译运行: </p>

<p>npm run build:dll #第一次 npm run dev 时需运行此命令, 使开发时编译更快</p>

<p>npm run dev</p>

<p>打开 http://localhost:8000</p>

<p>目录结构</p>

<p>├── /dist/ # 项目输出目录</p>

<p>├── /src/ # 项目源码目录</p>

<p>│ ├── /public/ # 公共文件, 编译时 copy 至 dist 目录</p>

<p>│ ├── /components/ # UI 组件及 UI 相关方法</p>

<p>│ │ ├── skin.less # 全局样式</p>

<p>│ │ └── vars.less # 全局样式变量</p>

<p>│ ├── /routes/ # 路由组件</p>

<p>│ │ └── app.js # 路由入口</p>

<p>│ ├── /models/ # 数据模型</p>

<p>│ ├── /services/ # 数据接口</p>

<p>│ ├── /themes/ # 项目样式</p>

<p>│ ├── /mock/ # 数据 mock</p>

<p>│ └── /utils/ # 工具函数</p>

<p>│ ├── config.js # 项目常规配置</p>

<p>│ ├── menu.js # 菜单及面包屑配置</p>

<p>│ ├── config.js # 项目常规配置</p>

<p>│ ├── request.js # 异步请求函数</p>

<p>│ └── theme.js # 项目需要在 js 中使用到样式变量</p>

<p>│ ├── route.js # 路由配置</p>

<p>│ ├── index.js # 入口文件</p>

<p>│ └── index.html</p>

<p>├── package.json # 项目信息</p>

<p>├── .eslintrc # Eslint 配置</p>

<p>└── .roadhogrc.js # roadhog 配置</p>

<p>\*\*2、 \*\*<strong>跨域和普通接口调用</strong></p>

<p>项目自身是没有对外接口调用的, 调用的数据都是 mock 数据, 使用 roadhog 模拟接口, mock 口和数据都保存在 ant-design-pro-master/.roadhogrc.mock.js 中。 </p>

<p>接口调用代码: ant-design-pro-master/src/services/api.js</p>

<p>比如登录接口 fakeAccountLogin, 原来调用的是 mock 数据:</p>

<p>export async function fakeAccountLogin(params) {</p>

<p>return request('/api/login/account', {</p>

<p>method: 'POST',</p>

<p>body: params,</p>

<p>});</p>

<p>}</p>

<p>其中/api/login/account 就是.roadhogrc.mock.js 里提供的 mock 接口, 如果要调用本地的接 , 做如下改动:</p>

```
<p>export async function fakeAccountLogin(params) {</p>
<p>return request('http://localhost:8080/xxx/accountManager/login', {</p>
<p>method: 'POST',</p>
<p>body: params,</p>
<p>});</p>
<p>}</p>
<p>即可。</p>
<p>跨域问题:</p>
<p>由于调用本地优购接口存在跨域问题，需要请求端(ant-design-admin)和客户端(XXX)都做调整，
nt-design-admin 需要修改 ant-design-pro-master/src/utlils/request.js 文件的 request 函数如下:
/p>
<p>export default function request(url, options) {</p>
<p>const defaultOptions = {</p>
<p>credentials: 'include',</p>
<p>** mode: 'cors',**</p>
<p>};</p>
<p>const newOptions = { ...defaultOptions, ...options };</p>
<p>if (newOptions.method === 'POST' || newOptions.method === 'PUT') {</p>
<p>if (!(newOptions.body instanceof FormData)) {</p>
<p>newOptions.headers = {</p>
<p>Accept: 'application/json',</p>
<p>'Content-Type': 'application/json; charset=utf-8',</p>
<p>...newOptions.headers,</p>
<p>};</p>
<p>newOptions.body = JSON.stringify(newOptions.body);</p>
<p>} else {</p>
<p>// newOptions.body is FormData</p>
<p>newOptions.headers = {</p>
<p>Accept: 'application/json',</p>
<p>'Content-Type': 'multipart/form-data',</p>
<p>'Access-Control-Allow-Origin': '*',</p>
<p>'Access-Control-Allow-Headers': 'X-Requested-With',</p>
<p>'Access-Control-Allow-Methods': 'PUT,POST,GET,DELETE,OPTIONS',</p>
<p>...newOptions.headers,</p>
<p>};</p>
<p>}</p>
<p>}</p>
<p>}</p>
<p>服务端登录接口示例:</p>
<p>打开 src/com/xxx/controller/accountManager/ManagerController.java</p>
<p>新增代码如下:</p>
<p>@Resource(name="userService")</p>
<p>private UserService userService;</p>
<p>@Resource(name="roleService")</p>
<p>private RoleService roleService;</p>
<p>@Resource(name="menuService")</p>
<p>private MenuService menuService;</p>
<p>/**</p>
<ul>
<li>
<p>访问登录页 http://localhost:8080/xxx/accountManager/login</p>
</li>
<li>
<p>@return</p>
</li>

```

```

</ul>
<p>*</p>
<p>** @CrossOrigin("http://localhost:8000")**</p>
<p>@ApiOperation(value = "访问登录页")</p>
<p>@ResponseBody</p>
<p>@RequestMapping(value="/login",method={RequestMethod.POST},<strong>consumes
"application/json;charset=UTF-8"</strong>)</p>
<p>public <strong>ResponseEntity</strong> toLogin(@ApiParam @RequestBody(required=
rue) String body)throws Exception{</p>
<p>Map map = new HashMap();</p>
<p>Map params = new HashMap();</p>
<p>PageData pd = new PageData();</p>
<p>pd = this.getPageData();</p>
<p>String errInfo = "";</p>
<p>params = GsonTools.changeGsonToMap(body);</p>
<p>//shiro 管理的 session</p>
<p>Subject currentUser = SecurityUtils.getSubject();</p>
<p>Session session = currentUser.getSession();</p>
<p>if(null != params){</p>
<p>String sessionCode = (String)session.getAttribute(Const.SESSION_SECURITY_CODE); //获
session 中的验证码</p>
<p>String USERNAME = params.get("userName");</p>
<p>String PASSWORD = params.get("password");</p>
<p>pd.put("USERNAME", USERNAME);</p>
<p>String passwd = new SimpleHash("SHA-1", USERNAME, PASSWORD).toString(); //密码加
</p>
<p>pd.put("PASSWORD", passwd);</p>
<p>pd = userService.getUserByNameAndPwd(pd);</p>
<p>if(pd != null){</p>
<p>pd.put("LAST_LOGIN",DateUtil.getTime().toString());</p>
<p>userService.updateLastLogin(pd);</p>
<p>User user = new User();</p>
<p>Role role = roleService.getRoleById(String.valueOf(pd.getLong("ROLE_ID")));</p>
<p>user.setUSER_ID(String.valueOf(pd.getLong("USER_ID")));</p>
<p>user.setUSERNAME(pd.getString("USERNAME"));</p>
<p>user.setPASSWORD(pd.getString("PASSWORD"));</p>
<p>user.setName(pd.getString("NAME"));</p>
<p>user.setRIGHTS(pd.getString("RIGHTS"));</p>
<p>user.setROLE_ID(String.valueOf(pd.getLong("ROLE_ID")));</p>
<p>user.setLAST_LOGIN(pd.getString("LAST_LOGIN"));</p>
<p>user.setIP(pd.getString("IP"));</p>
<pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight
cl"> user.setStatus(pd.getString("STATUS"));
</span> </span> </code> </pre>
<p>user.setPhone(pd.getString("PHONE"));</p>
<p>if(role != null){</p>
<p>user.setRole(role);</p>
<p>}</p>
<p>session.setAttribute(Const.SESSION_USER, user);</p>
<p>session.removeAttribute(Const.SESSION_SECURITY_CODE);</p>
<p>//shiro 加入身份验证</p>
<p>Subject subject = SecurityUtils.getSubject();</p>
<p>UsernamePasswordToken token = new UsernamePasswordToken(USERNAME, PASSWO
D);</p>

```

```

<p>try {</p>
<p>subject.login(token);</p>
<p>} catch (AuthenticationException e) {</p>
<pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight
cl">         logger.error(e.toString(), e);
</span> </span> </code> </pre>
<p>errInfo = "身份验证失败! ";</p>
<p>map.put("type", "account");</p>
<p>map.put("currentAuthority", "changeLoginStatus");</p>
<p>map.put("status", "false");</p>
<p>return new ResponseEntity(map,HttpStatus.OK);</p>
<p>}</p>
<p>}else{</p>
<p>errInfo = "usererror"; //用户名或密码有误</p>
<p>map.put("type", "account");</p>
<p>map.put("currentAuthority", "changeLoginStatus");</p>
<p>map.put("status", "false");</p>
<p>return new ResponseEntity(map,HttpStatus.OK);</p>
<p>}</p>
<p>}</p>
<p>if(Tools.isEmpty(errInfo)){</p>
<p>List allmenuList = new ArrayList();</p>
<p>User user = (User)session.getAttribute(Const.SESSION_USER);</p>
<p>if (user != null) {</p>
<p>User userr = (User)session.getAttribute(Const.SESSION_USERROL);</p>
<p>if(null == userr){</p>
<p>user = userService.getUserAndRoleById(user.getUser_ID());</p>
<p>session.setAttribute(Const.SESSION_USERROL, user);</p>
<p>}else{</p>
<p>user = userr;</p>
<p>}</p>
<p>Role role = user.getRole();</p>
<p>String roleRights = role!=null ? role.getRIGHTS() : "";</p>
<p>//避免每次拦截用户操作时查询数据库，以下将用户所属角色权限、用户权限都存入 session<
p>
<p>session.setAttribute(Const.SESSION_ROLE_RIGHTS, roleRights); //将角色权限存入 session<
p>
<p>session.setAttribute(Const.SESSION_USERNAME, user.getUsername()); //放入用户名</p>
<p>if(null == session.getAttribute(Const.SESSION_allmenuList)){</p>
<p>allmenuList = menuService.listAllMenu();</p>
<p>if(Tools.notEmpty(roleRights)){</p>
<p>for(Menu menu : allmenuList){</p>
<p>menu.setHasMenu(RightsHelper.testRights(roleRights, menu.getMENU_ID()));</p>
<p>if(menu.isHasMenu()){</p>
<pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight
cl">         List subMenuList = menu.getSubMenu();
</span> </span> </code> </pre>
<p>for(Menu sub : subMenuList){</p>
<p>sub.setHasMenu(RightsHelper.testRights(roleRights, sub.getMENU_ID()));</p>
<pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight
cl">         }
</span> </span> </code> </pre>
<p>}</p>
<p>}</p>
<p>}</p>

```

```

<p></p>
<p>session.setAttribute(Const.SESSION_allmenuList, allmenuList); //菜单权限放入 session 中<
p>
<p>}else{</p>
<p>allmenuList = (List)session.getAttribute(Const.SESSION_allmenuList);</p>
<p></p>
<p></p>
<p>errInfo = "success";</p>
<p>map.put("type", "account");</p>
<p>map.put("currentAuthority", "admin");</p>
<p>map.put("status", "ok");</p>
<p>map.put("menuList", allmenuList);</p>
<p>//验证成功</p>
<p>return new ResponseEntity(map,HttpStatus.OK);</p>
<p></p>
<p>return null;</p>
<p></p>
<p><strong>注意和原有接口注解和返回类型的不同</strong></p>
<p>**3、 **<strong>菜单数据读取</strong></p>
<p>Router 决定接口调用后使用哪个 model,文件在 ant-design-pro-master/src/common/router.j
,登录时会指向 model <strong>BasicLayout</strong> ,具体如下</p>
<p>export const getRouterData = (app) => {</p>
<p>const routerConfig = {</p>
<p>'/': {</p>
<p>component: dynamicWrapper(app, ['user', 'login'], () => import('../layouts/BasicLayout'
),</p>
<p>},</p>
<p>登录后 BasicLayout 会加载菜单组件, 代码 ant-design-pro-master/src/layouts/BasicLayout.j
</p>
<p>/**</p>
<ul>
<li>根据菜单取得重定向地址.</li>
</ul>
<p>*/</p>
<p>const redirectData = [];</p>
<p>const getRedirect = (item) => {</p>
<p>if (item && item.children) {</p>
<p>if (item.children[0] && item.children[0].path) {</p>
<p>redirectData.push({</p>
<p>from: <code>/${item.path}</code>,</p>
<p>to: <code>/${item.children[0].path}</code>,</p>
<p>});</p>
<p>item.children.forEach((children) => {</p>
<p>getRedirect(children);</p>
<p>});</p>
<p></p>
<p></p>
<p>};</p>
<p>getMenuData().forEach(getRedirect);</p>
<p>getMenuData 是通过 import { getMenuData } from '../common/menu';调用的 menu.js 里的
demo 数据, 如果要使用优购的菜单数据, 就需要在登录成功时先把菜单数据存储到 localStorage,
后 BasicLayout 通过 localStorage 取出来, </p>
<p>在登录过程中增加存储菜单函数, 具体如下: </p>
<p>在 model :ant-design-pro-master/src/models/login.js 中先引入 menu.js 中的存储函数:** *

```

```

import { setMenuData } from '../common/menu';
effects: {
  *login({ payload }, { call, put }) {
    const response = yield call(fakeAccountLogin, payload);
    yield put({
      type: 'changeLoginStatus',
      payload: response,
    });
    // Login successfully
    if (response.status === 'ok') {
      ** setMenuData(response);**
      reloadAuthorized();
      yield put(routerRedux.push('/'));
    }
  },
  setMenuData****如下:
  export function setMenuData(menus) {
    return localStorage.setItem('menus', menus);
  }
  获取菜单数据:
  export const getMenuData = () => formatter(localStorage.getItem('menus'));
  可以看到 setMenuData 会将登录接口返回的菜单数据存到 localStorage
  , BasicLayout.js 再通过 getMenuData 获取菜单数据:
  /**
  <ul>
  <li>根据菜单取得重定向地址.</li>
  </ul>
  */
  const redirectData = [];
  const getRedirect = (item) => {
    if (item && item.children) {
      if (item.children[0] && item.children[0].path) {
        redirectData.push({
          from: /${item.path},
          to: /${item.children[0].path},
        });
      }
      item.children.forEach((children) => {
        getRedirect(children);
      });
    }
  }
  getMenuData().forEach(getRedirect);

```