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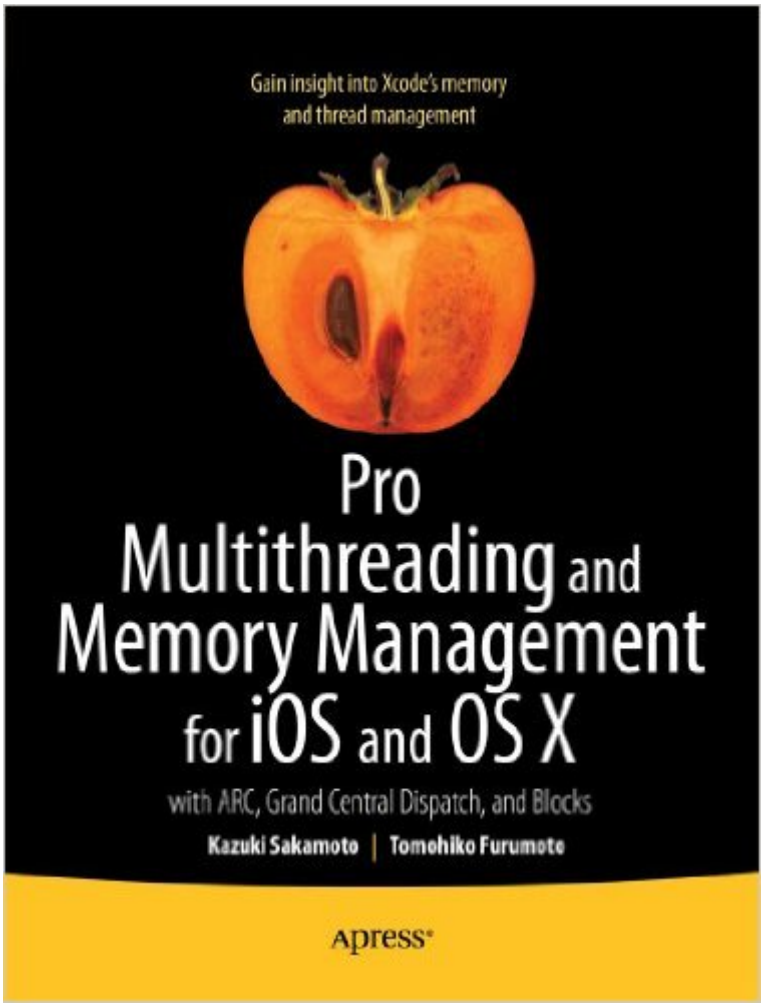
Pro Multithreading And Memory Management For IOS And OS X: With ARC, Grand Central Dispatch, And Blocks



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Synopsis

If you want to develop efficient, smooth-running applications, controlling concurrency and memory are vital. Automatic Reference Counting is Apple's game-changing memory management system, new to Xcode 4.2. Pro Multithreading and Memory Management for iOS and OS X shows you how ARC works and how best to incorporate it into your applications. Grand Central Dispatch (GCD) and blocks are key to developing great apps, allowing you to control threads for maximum performance.If for you, multithreading is an unsolved mystery and ARC is unexplored territory, then this is the book you'll need to make these concepts clear and send you on your way to becoming a master iOS and OS X developer.What are blocks? How are they used with GCD?Multithreading with GCDManaging objects with ARCWhat you’ll learn How to use blocksHow blocks work and how they are implementedDetails about GCDHow and when to use GCDTo understand ARC technology and how to use it Who this book is forThis book is for professional OS X and iOS application programmers. In particular, it's for those who want to develop highly responsive applications with concurrent programming.

Book Information

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Customer Reviews

Pretty thin book, but focuses on exactly what is says: memory management and threading. This is not a beginners book, you will certainly need a good bit of prior Objective-C experience to get something out of it.The first three chapters cover memory management and automatic reference counting (ARC). I found them to be okay at best. Nowadays, ARC pretty much just works, so most developers just turn it on and avoid the memory management headaches of the old days. The next two chapters are all about blocks, and again I found them to be only okay. If you already understand blocks, you won't learn anything new here. Skip them and move on to the good stuff.The last three chapters cover threads, dispatch queues, and grand central dispatch (GCD). They are all good, with clear descriptions, and mostly readable code examples. Everyone knows threads can be useful, but everyone tends to be afraid of the complexity they can bring. The authors do a good job of showing how easily units of work can be threaded and dispatched, covering lots of different options provided by GCD. The hard part of concurrency is still making the units of work in the first place, and you won't find much help for that in any book.In the end, it's probably a little pricy for just three good chapters, but if you want to know more about threading and GCD you could do a lot worse.

This book explains how memory management and blocks are implemented in the runtime. It uses clang to rewrite objc to C++ (most of which is really C) and goes at length on what's going on. Not a light read, but contains information easier to digest than reading the Clang specifications. Also, the one book that promises to talk about the runtime and actually does.

I wont bother going on and on about this. Essentially this book covers all you need to gain an intermediate knowledge of GCD. Also handy as a reference. Worth buying.

The main ice of the book is to not just to tell about rules and technics of memory management and GCD, but also it's dive in to internals and shows this things inside.After reading of this book I got clear with some important topics, despite the fact that I thought that I know this topics well.

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