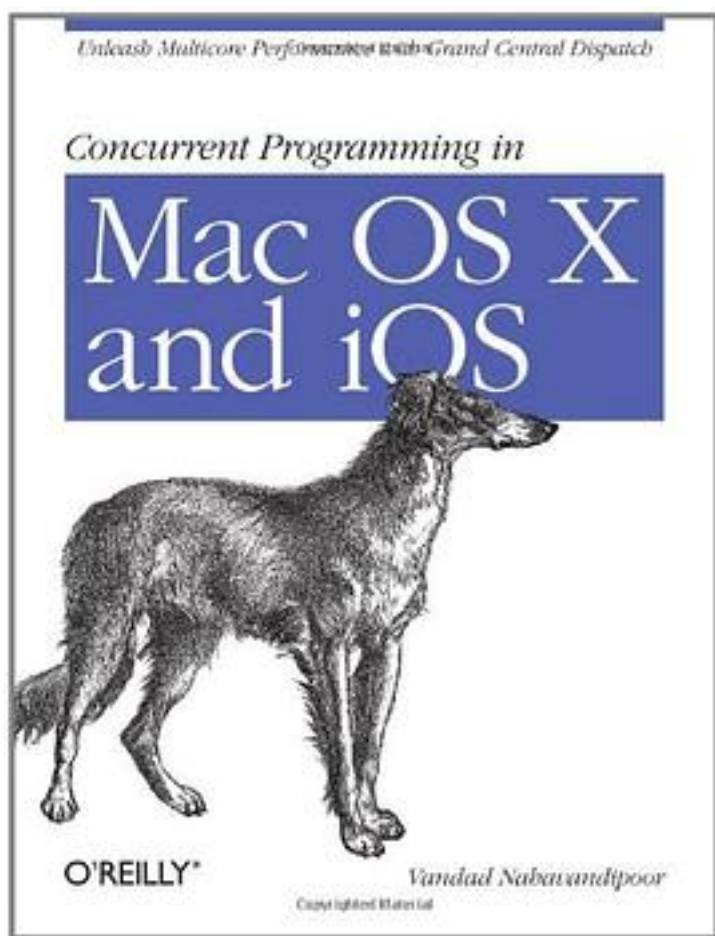


Concurrent Programming in Mac OS X and iOS



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Now that multicore processors are coming to mobile devices, wouldn't it be great to take advantage of all those cores without having to manage threads? This concise book shows you how to use Apple's Grand Central Dispatch (GCD) to simplify

programming on multicore iOS devices and Mac OS X. Managing your application's resources on more than one core isn't easy, but it's vital. Apps that use only one core in a multicore environment will slow to a crawl. If you know how to program with Cocoa or Cocoa Touch, this guide will get you started with GCD right away, with many examples to help you write high-performing multithreaded apps. * Package your code as block objects and invoke them with GCD * Understand dispatch queues-the pools of threads managed by GCD * Use different methods for executing UI and non-UI tasks * Create a group of tasks that GCD can run all at once * Instruct GCD to execute tasks only once or after a delay * Discover how to construct your own dispatch queues

作者介绍:

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标签

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评论

内容过时了，还是非ARC的，并且内容也比较浅。还是推荐看《Pro Objective-C》<http://book.douban.com/subject/20780597/>，这本简单过一下就好了。

比较短，正文60多页，有些细节还真没注意过，值得一读。

不错的

水

讲得较浅

O'Reilly的书也不是本本都好。这本书完全没必要出啊，读读Apple的文档就足够了。

还不错,基本上GCD相关的都讲了,GCD用起来确实很爽啊.

还算不错

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书评

[illegible]

有没有啊，有没有啊，有没有啊，

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