

# Intermediate Swift

Part 9: Memory Management

# Automatic Reference Counting

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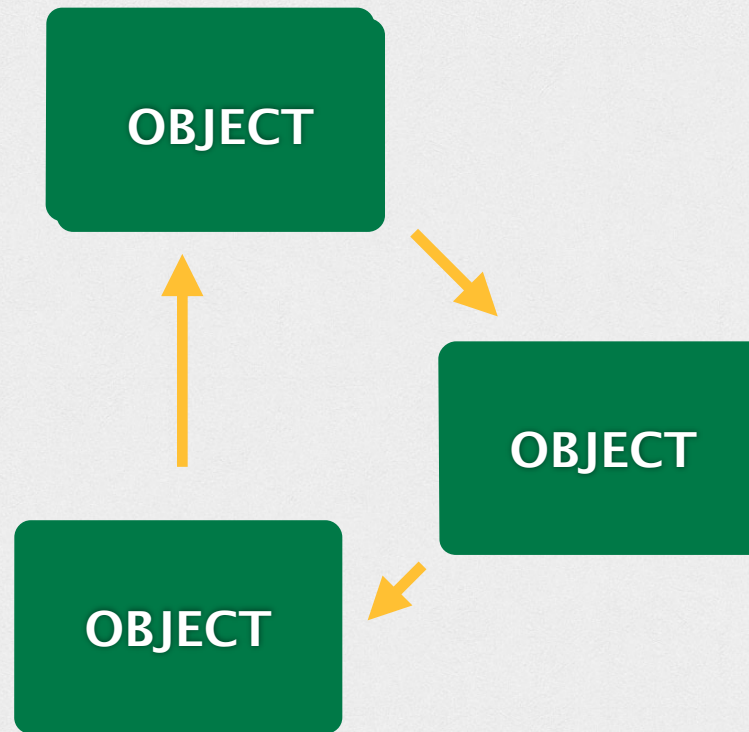
Reference Count: 1



Reference Count: 0

# Automatic Reference Counting

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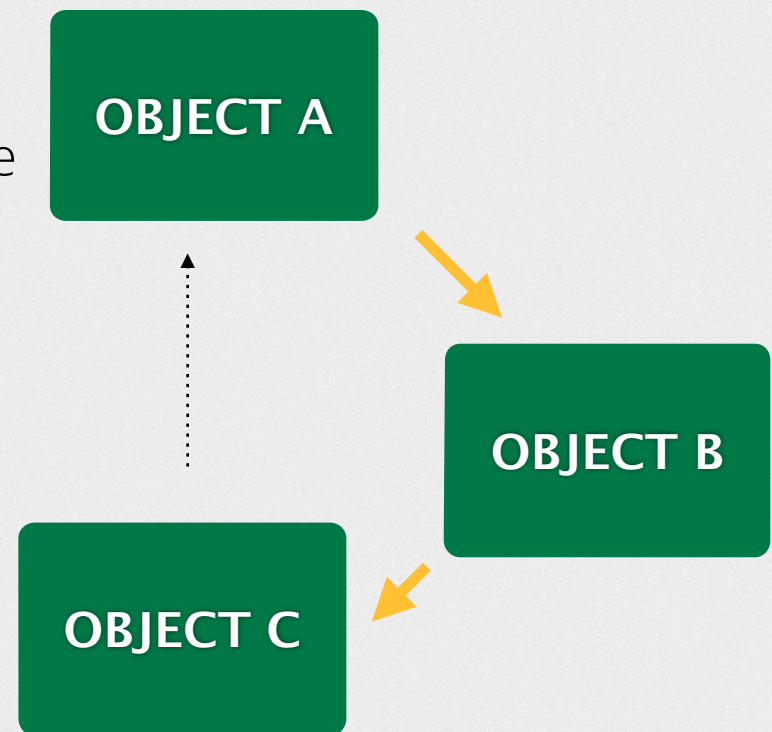
# Automatic Reference Counting

## ⚙️ Weak Reference

- ⚙️ Does not stop ARC from deallocating the object.
- ⚙️ Weak references must always be declared as optional types.

## ⚙️ Unowned Reference

- ⚙️ Like weak references, but they always hold a value.
- ⚙️ Accessing a deallocated unowned reference will produce a runtime error.





# Memory Management in Closures

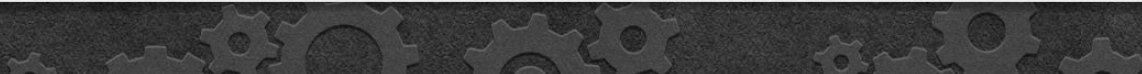
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- ⚙️ Closures that reference **self** create a retain cycle.
- ⚙️ Capture lists defines the rules when capturing reference types.

```
backgroundQueue.addOperationWithBlock() { [unowned ckRecord, unowned cell] in
    let image = ckRecord.objectForKey("Photo") as CKAsset!
    ...
}
```

# Demo

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# Challenge

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```
var ray = Instructor(name: "Ray Wenderlich")
var greg = Instructor(name: "Greg Heo")
var spriteKitSession = Course(name: "Intro to Sprite Kit", instructor: ray)
var adaptiveLayoutSession = Course(name: "Intro to Adaptive Layout",
instructor: greg)
var rwDevCon = RWDevCon()
rwDevCon.courses = [spriteKitSession, adaptiveLayoutSession]
```

