

## 精品收藏

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- NSString的内存管理之 \_\_NSCFConstantString、NSTaggedPointerString、\_\_NSCFString <https://blog.csdn.net/wxs0124/article/details/82712478>
- 被忽视的 NSURLCache <https://juejin.im/entry/57602698207703006bef8d74>
- iOS 原生级别后台下载详解 <https://www.jianshu.com/p/da565e14ef88>
- iOS中NSURLProtocol黑魔法的使用 <https://www.jianshu.com/p/ae5e8f9988d8>
- WKWebView 不支持 NSURLProtocol 吗 <https://www.jianshu.com/p/55f5ac1ab817>
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- 四次挥手，为什么是四次？ [https://blog.csdn.net/Shuffle\\_Ts/article/details/93909003](https://blog.csdn.net/Shuffle_Ts/article/details/93909003)
- 位图的结构 <https://blog.csdn.net/minedayu/article/details/12234303>
- 配置Flutter环境ForMac <https://www.jianshu.com/p/f6c8cc4c4b6c>
- iOS13越狱工具
- 关于纯代码适配SizeClass <https://blog.csdn.net/labber1314/article/details/42148649>
- iOS使用SizeClass适配不同屏幕 <https://www.jianshu.com/p/0b91341fead4>
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  - 简谈二进制重排 <https://www.jianshu.com/p/bb18fb82bc84>
  - iOS 优化篇 - 启动优化之Clang插桩实现二进制重排 <http://www.zyiz.net/tech/detail-127196.html>
  - LLDB调试利器及高级用法 <https://www.jianshu.com/p/c91f843a64fc>
  - iOS内存优化：二进制重排 <https://www.jianshu.com/p/4f32e433de36>
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  - 《懒人版二进制重排》 <https://juejin.im/post/5ea79839f265da7bba509590>
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  - AVPlayer视频播放之 - AVPlayer <https://www.jianshu.com/p/222a9a4b88da>
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- AVAudioPlayer、AVPlayer和AVQueuePlayer的使用 <https://www.jianshu.com/p/16432badb8b4>
- iOS - IJKPlayer二三事 <https://juejin.im/post/6844903522199142414>
- 解析 IJKPlayer <http://www.samirchen.com/ijkplayer/>
- 汇编窥探Swift底层（一）：汇编基础 <https://www.jianshu.com/p/90c8e02315e6>
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- 玩转iOS开发：iOS中的Socket编程(三)<https://juejin.im/post/5958e81ef265da6c2d2c5f7f>
- 可能是目前最好的 AVPlayer 音视频缓存方案<https://www.cnblogs.com/ios4app/p/6928806.html>
- iOS应用安全3 -- APP重签名<https://juejin.im/post/5e74247ce51d4526d87c928d>
- <https://segmentfault.com/a/1190000019569184>
- <https://juejin.im/entry/5c809d795188251b89373839>
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- <https://juejin.im/post/5d89dc766fb9a06b0e54d251> iOS 13 适配 ING...
- OS开发之--图形上下文以及绘图 <https://www.jianshu.com/p/bd9c4f0804d9>
- Core Text 编程指南 <https://juejin.im/post/5c5154e9e51d4503834dabf4>
- iOS Memory 内存详解 <https://mp.weixin.qq.com/s/YpJa3LeTFz9UFOUcs5Bitg>
- 教你使用 WKWebView 的正确姿势<https://juejin.im/entry/5975916e518825594d23d777>
- KWebview使用攻略 [https://mp.weixin.qq.com/s/jZ-6cfd5wW9B\\_bIBenG7Sw](https://mp.weixin.qq.com/s/jZ-6cfd5wW9B_bIBenG7Sw)
- 全面了解浏览器（内核）发展史 <https://www.jianshu.com/p/db1b230e3415>
- iOS 唤起APP之Universal Link(通用链接) <https://www.cnblogs.com/guoshaoabin/p/11164000.html>
- 转场动画
  - iOS自定义转场动画（1）——自定义Push转场动画  
<https://www.jianshu.com/p/09b77f189ad1>
  - iOS自定义转场动画（2）——自定义Pop转场动画并加入手势驱动  
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  - iOS自定义转场动画（3）——自定义模态跳转之Present  
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  - iOS自定义转场动画（4）——自定义模态跳转之dismiss与手势驱动  
<https://www.jianshu.com/p/09b8fdddf1e>
  - iOS自定义交互式转场动画-仿微信图片转场、酷狗转场(从零到一+交互式图片浏览器)  
<https://www.jianshu.com/p/ec08f43808aa>

- 浅谈iOS视频全屏播放、屏幕旋转与控制器转场动画，妈妈再也不用担心APP上架被拒了  
<https://www.jianshu.com/p/d3f6642cfbdb>
- iOS 10 推送 UNNotificationContent 与 UNNotificationService 的使用  
<https://www.jianshu.com/p/5c565eeca567>
- 投屏
  - DLNA&UPnP开发笔记（1）
  - <https://www.jianshu.com/p/99bd1487a8ff>
  - Airplay 投屏功能详解<https://www.jianshu.com/p/a565343d2a49?clicktime=1577040425>
  - AVRoutePickerView
  - 多屏互动技术研究（三）之Airplay研究  
<https://blog.csdn.net/u011897062/article/details/79446001>
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[https://eliyar.biz/DLNA\\_with\\_iOS\\_Android\\_Part\\_1\\_Find\\_Device\\_Using\\_SSDP/](https://eliyar.biz/DLNA_with_iOS_Android_Part_1_Find_Device_Using_SSDP/)
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[https://eliyar.biz/DLNA\\_with\\_iOS\\_Android\\_Part\\_2\\_Control\\_Using\\_SOAP/](https://eliyar.biz/DLNA_with_iOS_Android_Part_2_Control_Using_SOAP/)
- AutoLayout
  - iOS-屏幕适配实现（AutoLayout） <https://www.jianshu.com/p/b10ed9bd3a8d> (牛逼)
  - 深入理解 Auto Layout 第一弹 <https://zhangbuhuai.com/post/auto-layout-part-1.html>
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  - 基础<https://www.jianshu.com/p/a5f71dc1ead3>
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  - iOS 基于CocoaLumberjack构建自己的Log系统<https://www.jianshu.com/p/a99c6ffec9f4>
  - 浅谈iOS日志收集系统 <https://blog.csdn.net/GGGHub/article/details/71430037>
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