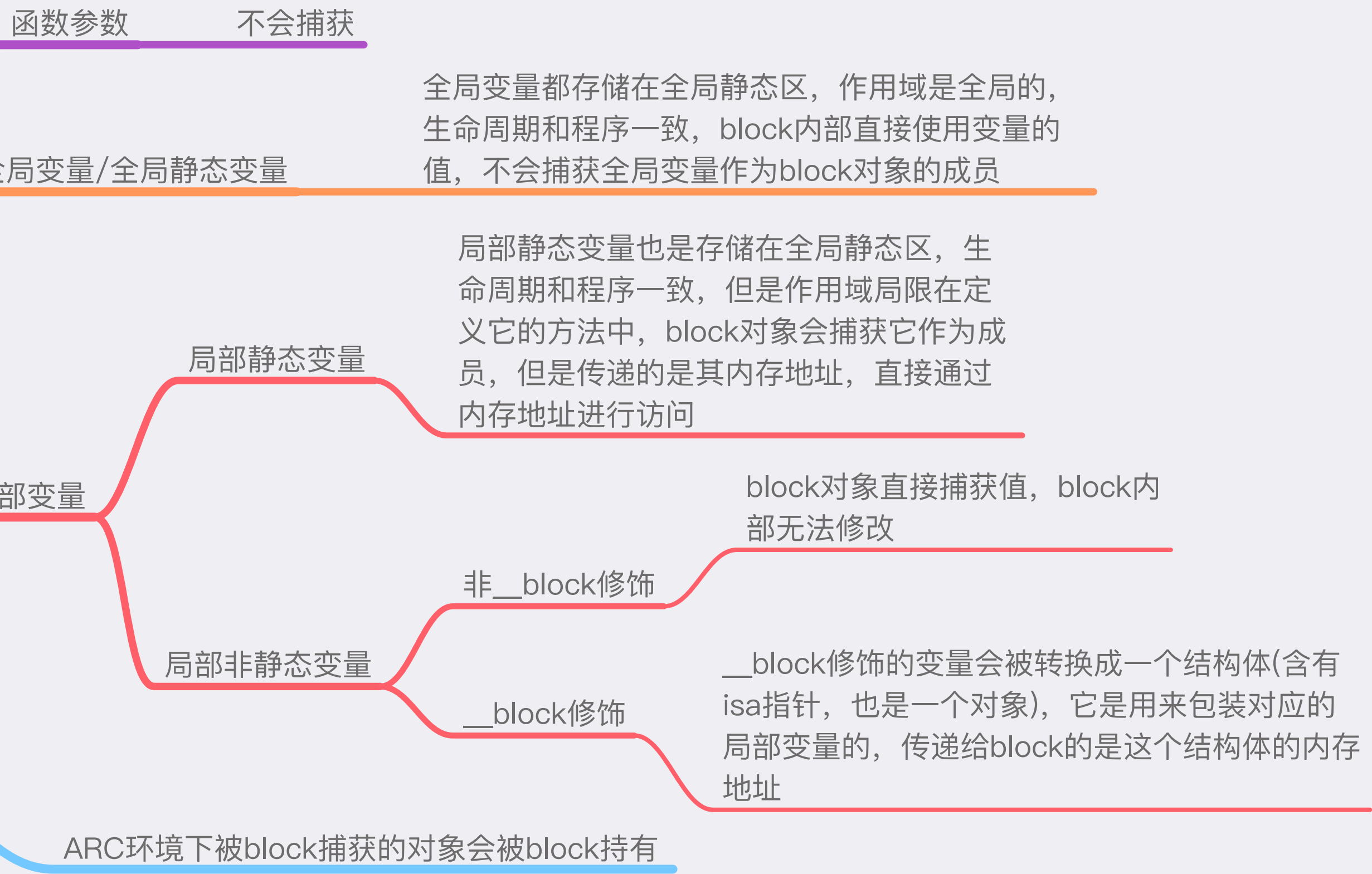


Block

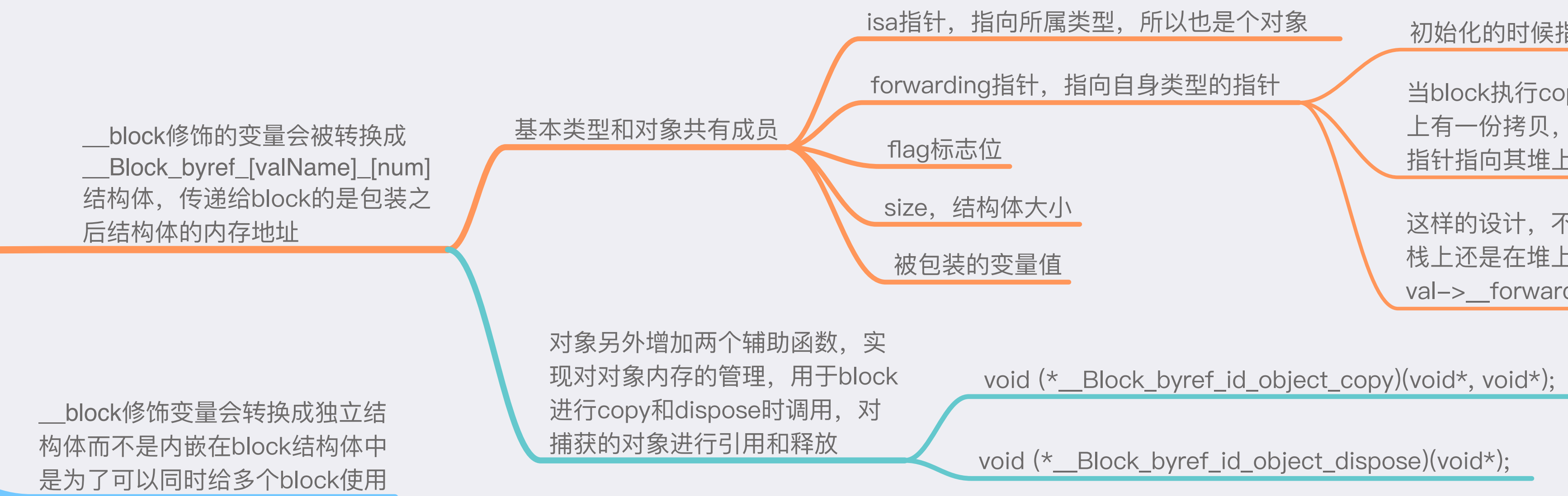
变量的捕获



Block常见类型,由block结构体的isa指针决定



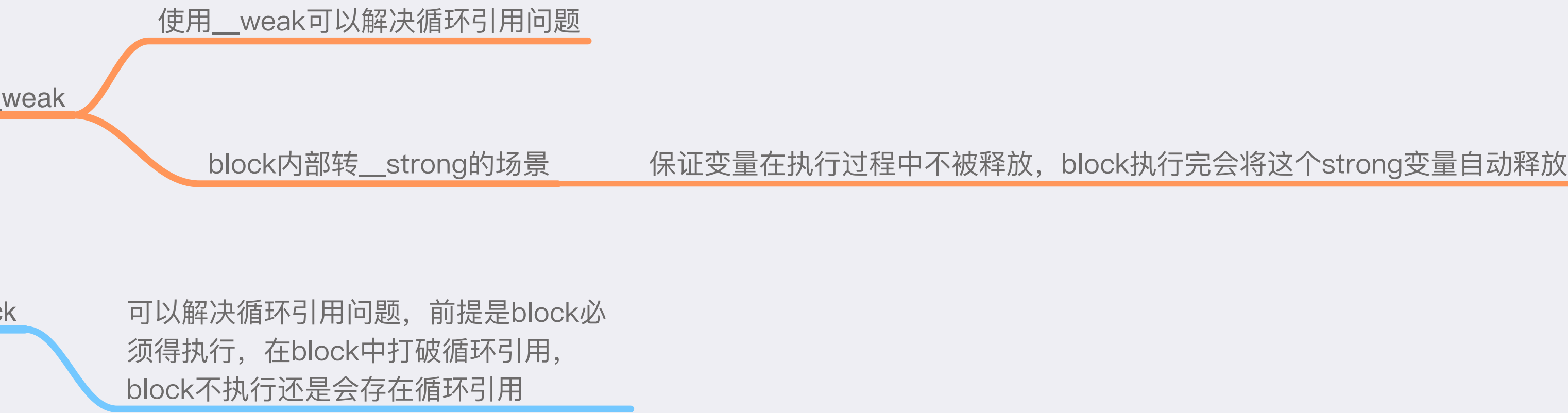
__block 实现原理



用strong / copy修饰

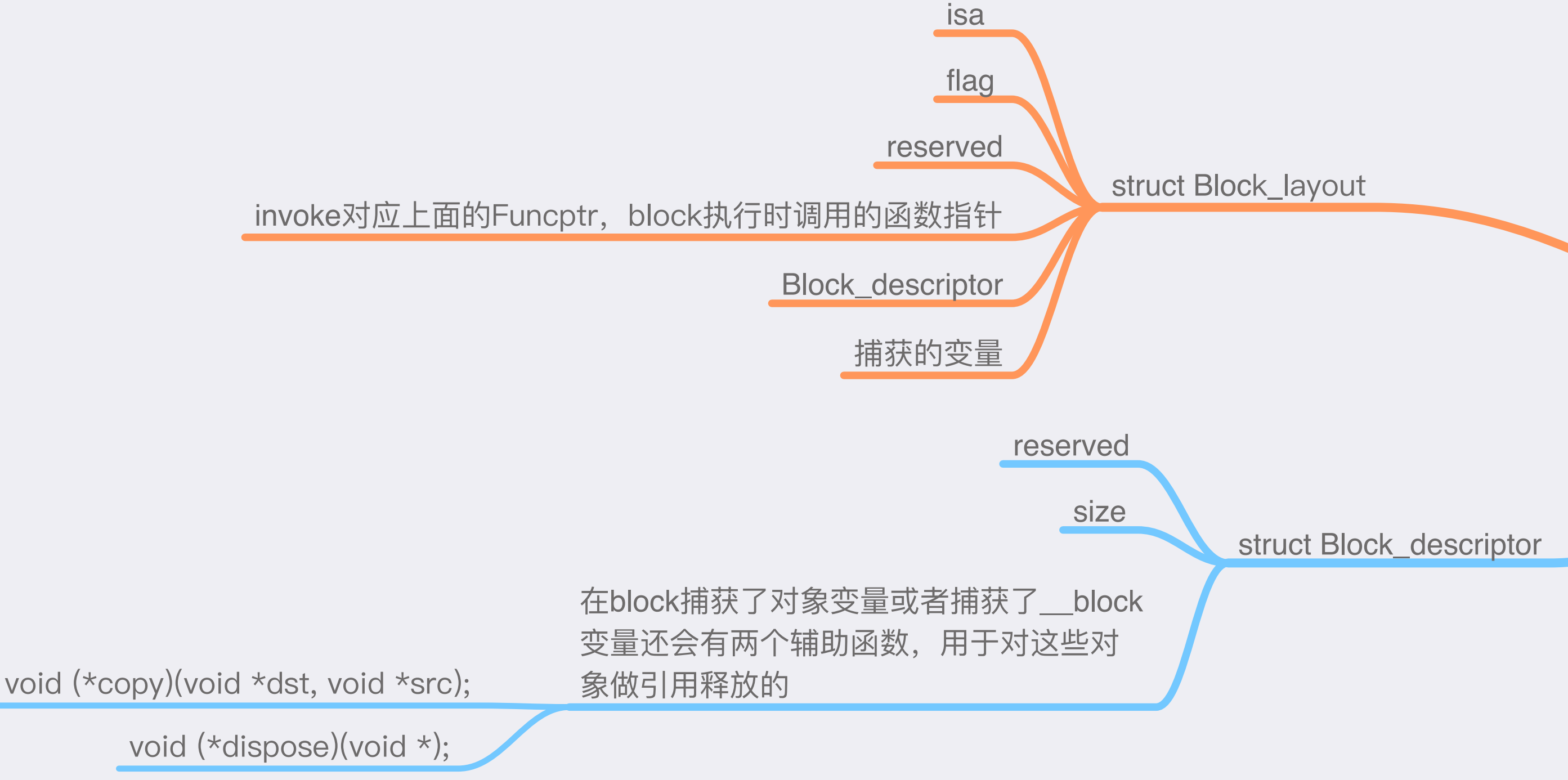


循环引用

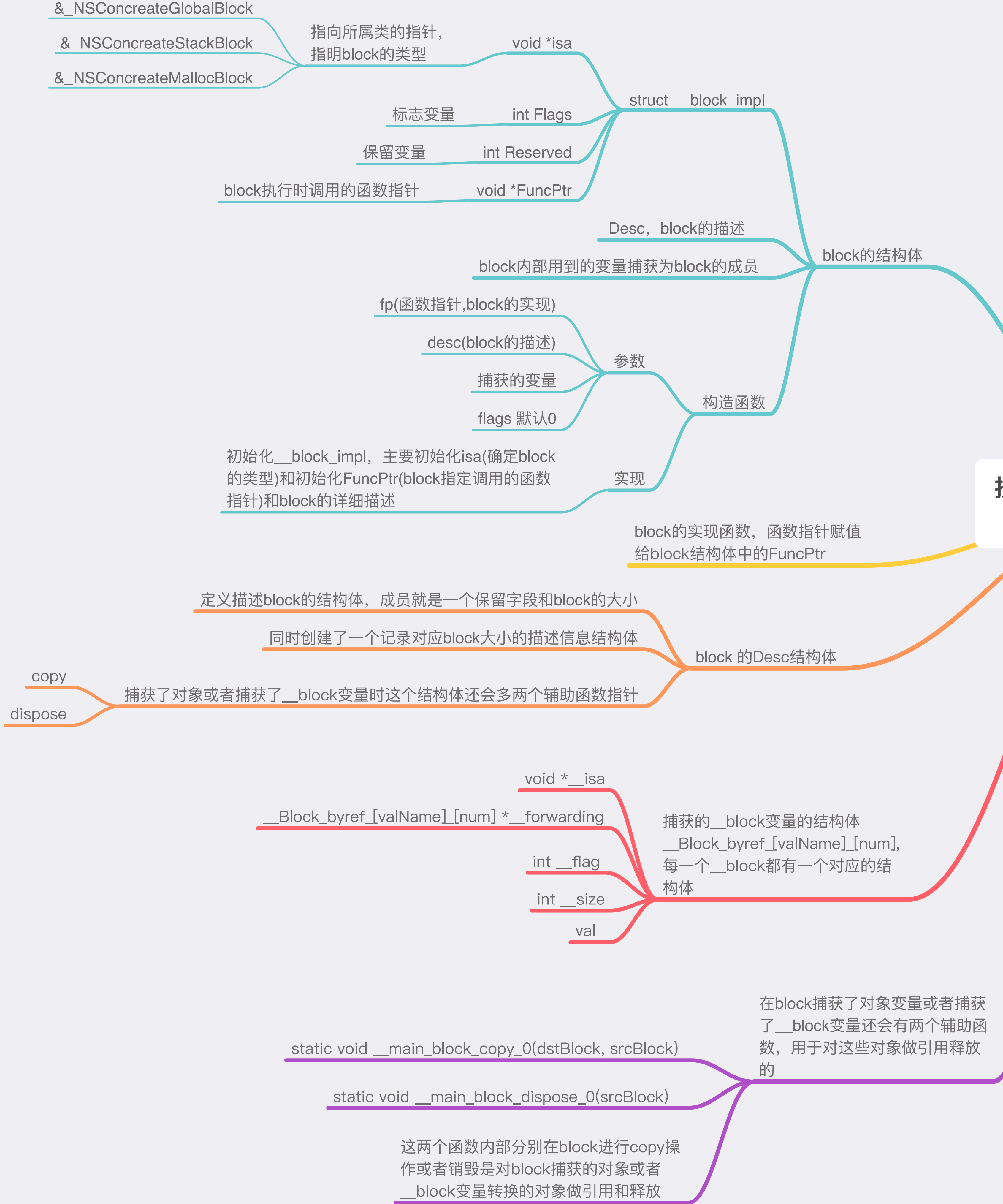


Block_layout

block相关结构体的真实定义



执行clang -rewrite-objc编译转换C++实现



Block 执行copy操作

