LECTURE 9: MULTITHREADING

Multithreading is mostly about “queues” in iOS.

Reasons:

1. Complex computations
2. Keep the UI responsive, keep all the processes for a separate thread.

IMPORTANT QUEUE: MAIN QUEUE

Where the UI activity MUST occur on this queue and queue only.

Non-UI activity does not occur in MAIN QUEUE because we do not want the UI activity to be blocked.

MAKE A QUEUE

let mainQueue = DispatchQueue.main

QUALITY OF SERVICE

1. userInteractive
2. userInitiated
3. background
4. utility

PUTTING A BLOCK OF CODE ON THE QUEUE

Multithreading is simply the process of putting closures in to these queues

queue.async (…} – you can just plop a closure onto a queue and keep running on the current queue(MEANS PUT THE LINE OF CODE IN THE QUEUE AND RETURN IMEDIATELY);

queue.sync {…} – you can block the current queue waiting until the closure finishes on that other queue.