

# Architektura

# iOS



# Historia



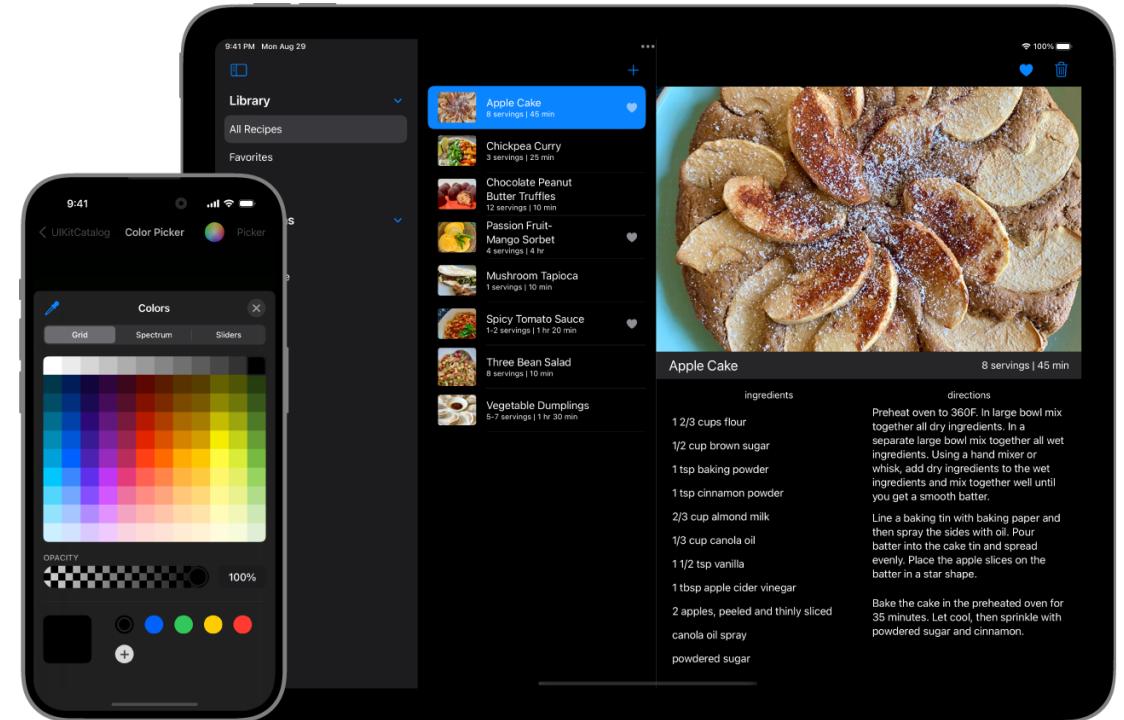
# Cocoa Touch

```
import SwiftUI
import UIKit

struct PageViewController<Page: View>
: UIViewControllerRepresentable {
    var pages: [Page]

    func makeUIViewController(context: Context)
        -> UIPageViewController {
        let pageViewController =
            UIPageViewController(
                transitionStyle: .scroll,
                navigationOrientation: .horizontal
            )

        return pageViewController
    }
}
```



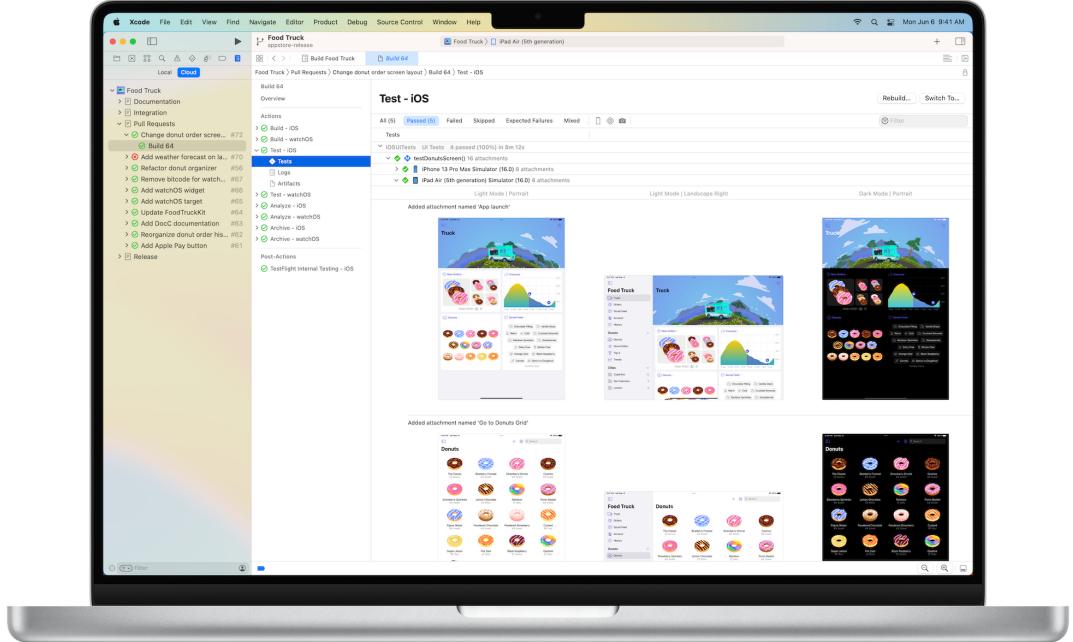
# Media Layer

```
let center = CGPoint  
    (x: bounds.width / 2, y: bounds.height / 2)  
let radius = max(bounds.width, bounds.height)  
let startAngle: CGFloat = 3 * .pi / 4  
let endAngle: CGFloat = .pi / 4  
  
let path = UIBezierPath(  
    arcCenter: center,  
    radius: radius/2 - Constants.arcWidth/2,  
    startAngle: startAngle,  
    endAngle: endAngle,  
    clockwise: true)  
  
path.lineWidth = Constants.arcWidth  
counterColor.setStroke()  
path.stroke()
```



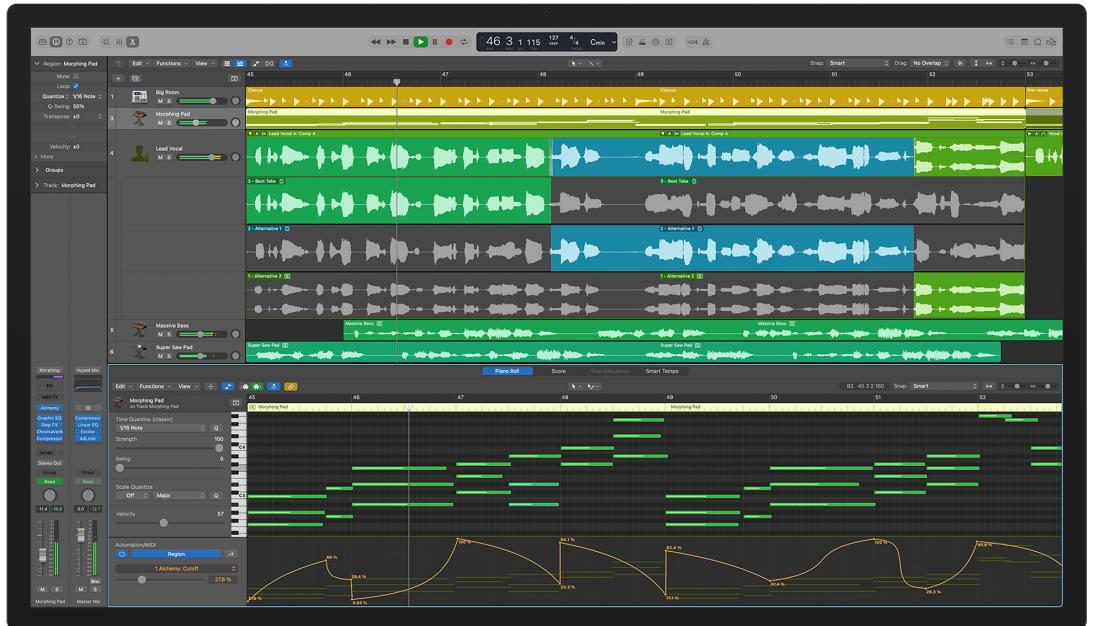
# Core Services

```
static CFAllocatorRef myAllocator(void) {
    static CFAllocatorRef allocator = NULL;
    if (!allocator) {
        CFAllocatorContext context =
            {0, NULL, NULL, (void *)free, NULL,
             myAlloc, myRealloc, myDealloc, NULL};
        context.info = malloc(sizeof(int));
        allocator = CFAllocatorCreate(NULL, &context);
    }
    return allocator;
}
```



# Core OS

```
static var fullyConnectedLayer:  
    BNNS.FullyConnectedLayer = {  
        let desc = BNNSNDArrayDescriptor  
            (dataType: .float,  
             shape: .vector(poolingOutputSize))  
  
        guard let fullyConnectedLayer =  
            BNNS.FullyConnectedLayer(  
                input: desc,  
                output: fullyConnectedOutput,  
                weights: fullyConnectedWeights,  
                bias: nil,  
                activation: .identity,  
                filterParameters: filterParameters) else {  
            fatalError("Unable to create `fullyConnectedLayer`.")  
        }  
  
        return fullyConnectedLayer  
    }()
```



**Co dalej?**

```
fork ( ) ...
... fork ( result: 1020 )
sigprocmask ( how: 3, mask: 0x16d252fc8, omask: 0 ) ...
wait4 ( pid: 0xffffffff, status: 0x16d252aac, options: 1 (WNOHANG), rusage: 0 )
... wait4 ( result: 1019, status: 0x16d252aac, rusage: 0 )
wait4 ( pid: 0xffffffff, status: 0x16d252aac, options: 1 (WNOHANG), rusage: 0 ) ...
... wait4 ( result: 0, status: 0x16d252aac, rusage: 0 )
sigreturn ( uctx: 0x16d252bc8 -> { uc_onstack: 0, uc_sigmask: 0, uc_stack: { ss_sp: 0x16d252b60, ss_size: 0, ss_flags: 0 } }
... sigprocmask ( result: 0 )
sigprocmask ( how: 1, mask: 0x16d253024, omask: 0x16d253020 ) ...
... sigprocmask ( result: 0 )
sigprocmask ( how: 3, mask: 0x16d253020, omask: 0 ) ...
... sigprocmask ( result: 0 )
sigprocmask ( how: 1, mask: 0x16d25302c, omask: 0x16d253028 ) ...
... sigprocmask ( result: 0 )
sigaction ( signum: 2 (SIGINT), nsa: 0x16d252fa8 -> { __sigaction_u: 0x102be1478, sa_trampoline: 0x1dccc8d14, sa_mask: 0, sa_flags: 1024 ... }
... sigaction ( result: 0, osa: 0x16d252fd0 -> { __sigaction_u: 0 (SIG_DFL), sa_mask: 0, sa_flags: 0 } )
wait4 ( pid: 0xffffffff, status: 0x16d252f9c, options: 0, rusage: 0 ) ...
... wait4 ( result: 1020, status: 0x16d252f9c, rusage: 0 )
sigaction ( signum: 2 (SIGINT), nsa: 0x16d252fa8 -> { __sigaction_u: 0 (SIG_DFL), sa_trampoline: 0x1dccc8d14, sa_mask: 0, sa_flags: 1024 ... }
... sigaction ( result: 0, osa: 0x16d252fd0 -> { __sigaction_u: 0x102be1478, sa_mask: 0, sa_flags: 0 } )
ioctl ( fd: 2, com: 0x40087468 (TIOCGWINSZ), data: 0x16d252fd8 ) ...
... ioctl ( result: 0 )
sigprocmask ( how: 3, mask: 0x16d253028, omask: 0 ) ...
... sigprocmask ( result: 0 )
read ( fd: 255, cbuf: 0x1031094a0, nbytes: 85 ) ...
... read ( result: 24, cbuf: 0x1031094a0 -> [s"echo \"something else\\n\\n\\n"] )
write_nocancel ( fd: 1, cbuf: 0x104009e00 -> [s"something else\\n"], nbytes: 15 ) ...
... write_nocancel ( result: 15 )
read ( fd: 255, cbuf: 0x1031094a0, nbytes: 85 ) ...
... read ( result: 0, cbuf: 0x1031094a0 )
sigprocmask ( how: 1, mask: 0x16d25320c, omask: 0x16d253208 ) ...
... sigprocmask ( result: 0 )
sigprocmask ( how: 3, mask: 0x16d253208, omask: 0 ) ...
... sigprocmask ( result: 0 )
exit ( rval: 0 ) ... @[ 000000018c05
```