

About Memory Management

Application memory management is the process of allocating memory during your program's runtime, using it, and freeing it when you are done with it. A well-written program uses as little memory as possible. In Objective-C, it can also be seen as a way of distributing ownership of limited memory resources among many pieces of data and code. When you have finished working through this guide, you will have the knowledge you need to manage your application's memory by explicitly managing the life cycle of objects and freeing them when they are no longer needed.

Application memory management는 것은 여러분의 프로그램이 동작할 때(runtime) 메모리를 할당하고, 그것을 사용하고, 사용을 끝마친 후 그것을 해제해주는 일련의 과정을 의미합니다. 잘 짜여진 프로그램은 메모리를 최대한 적게 사용하는 것이라 할 수 있습니다. Objective-C에선 수 많은 데이터와 코드에 제한된 메모리자원의 오나십(소유권)을 분배 하는 하나의 방법으로 볼 수 있습니다.

Although memory management is typically considered at the level of an individual object, your goal is actually to manage **object graphs**. You want to make sure that you have no more objects in memory than you actually need.

