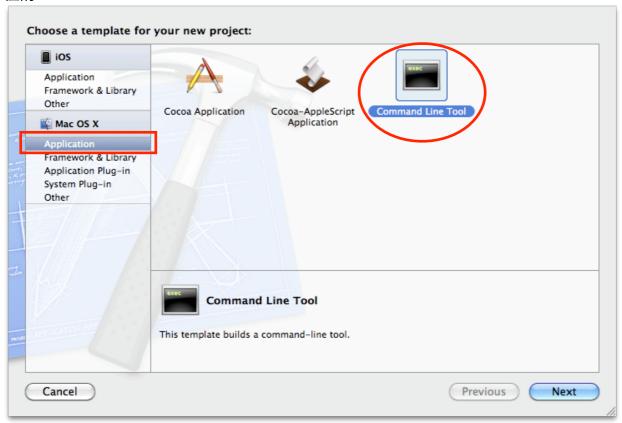
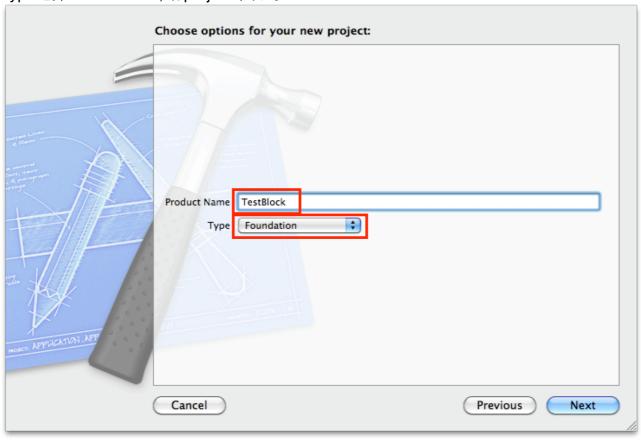
Lab TestBlock

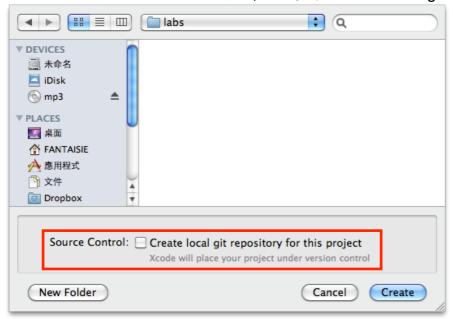
Step 1. 在File > New > New Project開啓一個新的project, 選擇MAC OS X的Application目錄 裡的 **Command Line Tool**



Type選擇 Foundation, 將project命名為 TestBlock



在此我們不做version control的動作,所以不勾選Create local git repository for this project



Step 2. 在Xcode左邊 Project Navigator 視窗中, 開啓 main.m, 先將印出Hello, World!這行 Mark掉, 宣告block int var1和一般int var2,然後實作我們的block叫做myBlock, 之後第一次更 改var1第二次更改var2,在每次更改後印出var1和var2以及執行myBlock所return的回傳值 #import <Foundation/Foundation.h>

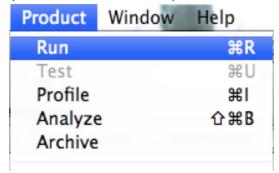
```
int main (int argc, const char * argv[]) {
    NSAutoreleasePool * pool = [[NSAutoreleasePool alloc] init];
    // insert code here...
    //NSLog(@"Hello, World!");
    block int var1 = 10;
    int var2 = 20;
    int (^{myBlock}) (int a) = ^{(int a)}{
           var1 = 5;
           return var1+var2+a;
    };
    var1 = 7;
    NSLog(@"var1 = %d\n\n", var1);
    int result1 = myBlock(6);
    NSLog(@"var1 = %d", var1);
    NSLog(@"var2 = %d", var2);
    NSLog(@"result = %d\n\n", result1);
    var2 = 15;
    NSLog(@"var2 = %d\n\n", var2);
    int result2 = myBlock(6);
    NSLog(@"var1 = %d", var1);
NSLog(@"var2 = %d", var2);
    NSLog(@"result = %d", result2);
    [pool drain];
    return 0;
```

}

Step 3. Run (第+R)

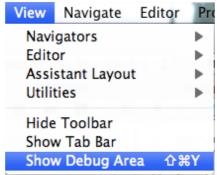
在Xcode主頁左上角按下Run, 或是在Product > Run, 即開始Build code並執行





之後會自動開啓console, 沒開啓的話在右上角View點擊中間的Button, 或是選擇View > Show Debug Area 來開啓





在Console中顯示 我們將var1改成7時, 印出為7. 執行過myBlock(6)後, var1變為5, var2仍為20, 回傳為31

之後我們將var2改成15,印出為15. 執行過myBlock(6)後, var1維持為5, var2仍為15, 但回傳仍為31

意思是在Block中非Block變數的變數是使用copy, 在外部更改後Block裡變數的值仍維持不變

