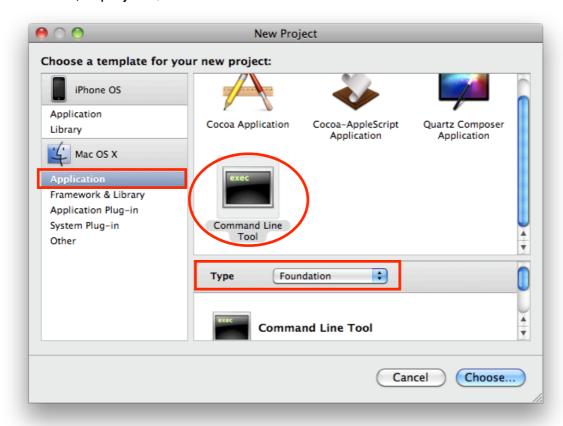
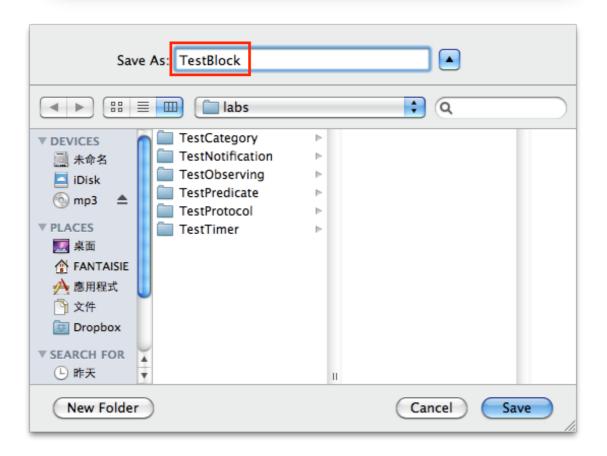
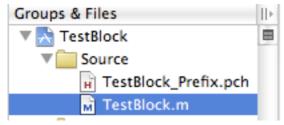
Lab TestBlock

Step1. 在File開啓一個新的project, 選擇 MAC OS X的Command line Tool, Type選擇 Foundation, 將project命名為 TestBlock



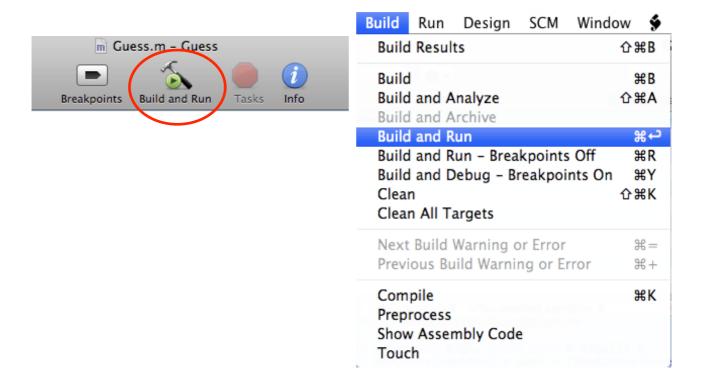


Step2. 在Xcode左邊Groups & Files 視窗中, 開啓Source > TestBlock.m 先將印出Hello, World!這行Mark掉, 首先先宣告block int var1和一般int var2,然後實作我們的 block叫做myBlock, 之後分兩次第一次更改var1第二次更改var2,在每次更改後印出var1和 var2以及執行myBlock所return的回傳值

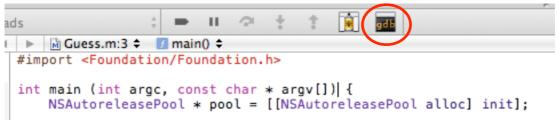


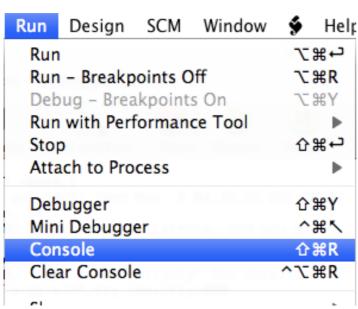
```
#import <Foundation/Foundation.h>
int main (int argc, const char * argv[]) {
    NSAutoreleasePool * pool = [[NSAutoreleasePool alloc] init];
    // insert code here...
    //NSLog(@"Hello, World!");
    __block int var1 = 10;
    int var2 = 20:
    int (^{myBlock}) (int a) = ^{(int a)}
           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;
}
```

Step3. Build and Run (Command + enter) 在Xcode主頁上按下Build and Run, 或是在Build > Build and Run, 即開始Build code並執行.



可在瀏覽程式視窗上方的 gdb 按下來開啓console, 或是在Run > Console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

