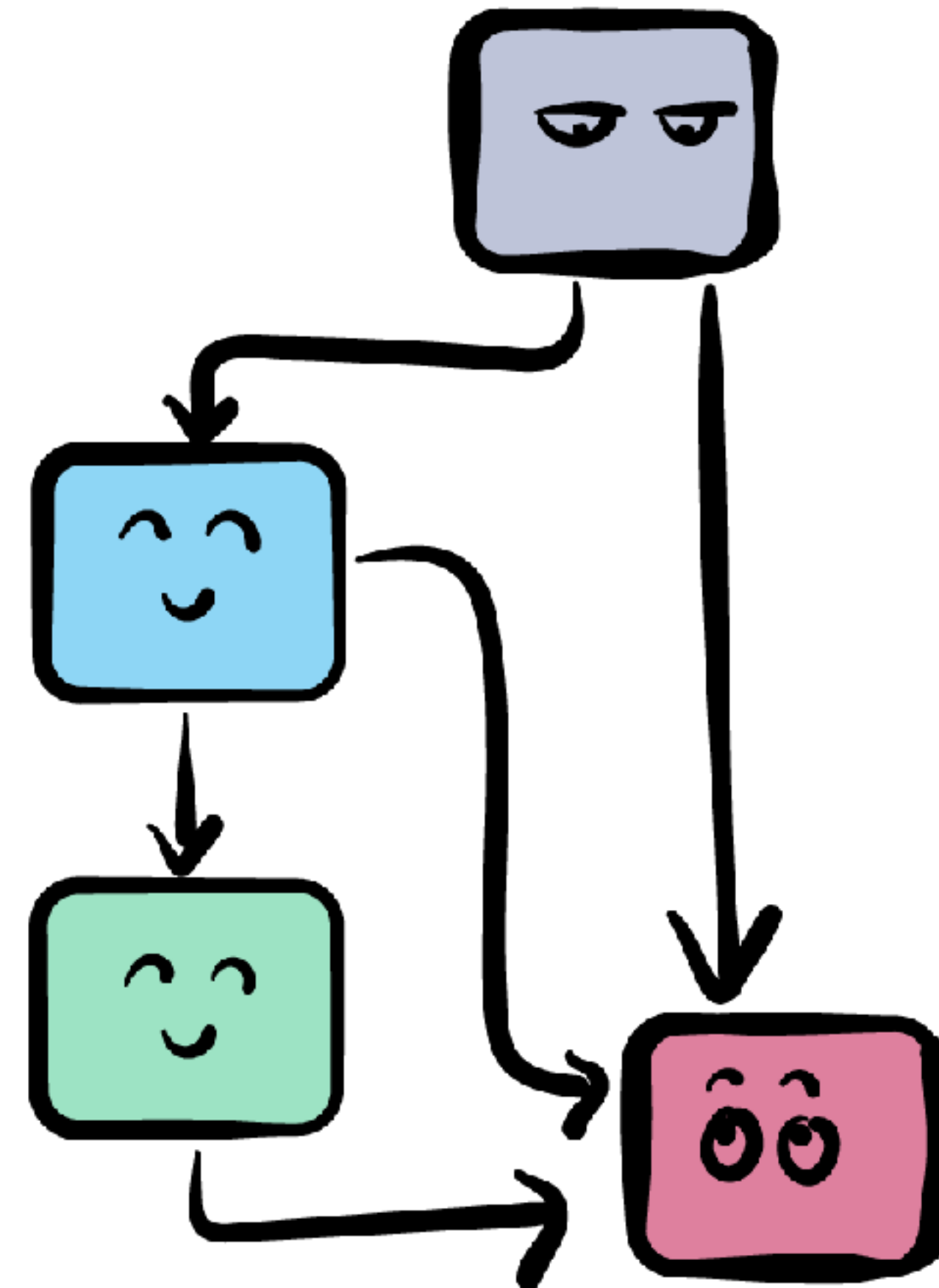
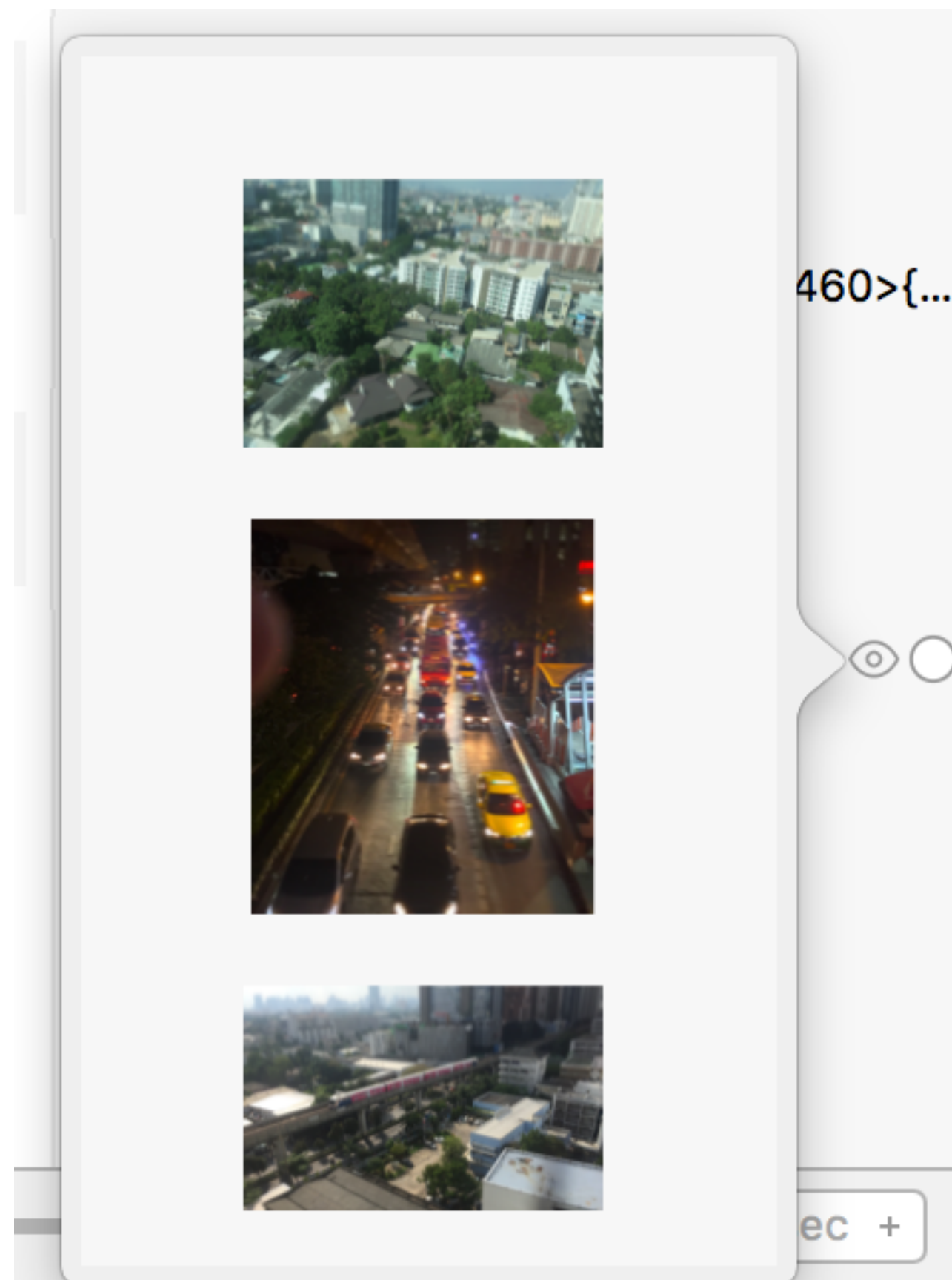


»» iOS «« CONCURRENCY WITH GCD & OPERATIONS



PART 6: OPERATIONQUEUE

TILT-SHIFT OPERATIONQUEUE



OPERATIONQUEUE CLASS

```
let operationQ = OperationQueue()
```

```
open class OperationQueue : NSObject {  
  
    open class var current: OperationQueue? { get }  
    open class var main: OperationQueue { get }  
    public class let defaultMaxConcurrentOperationCount: Int  
    open var maxConcurrentOperationCount: Int  
  
    open func addOperation(_ op: Operation)  
    open func addOperation(_ block: @escaping () -> Swift.Void)  
    open func addOperations(_ ops: [Operation], waitUntilFinished wait: Bool)  
  
    open var operations: [Operation] { get }  
    open var operationCount: Int { get }  
    ...  
}
```

OPERATIONQUEUE MANAGEMENT

```
open class OperationQueue : NSObject {  
    ...  
    open func cancelAllOperations()  
    open func waitUntilAllOperationsAreFinished()  
  
    open var qualityOfService: QualityOfService  
  
    open var isSuspended: Bool  
  
    unowned(unsafe) open var underlyingQueue: DispatchQueue?  
    open var name: String?  
}
```



CHALLENGE TIME!

