Blocks
John Poole, Primate Labs
john@primatelabs.ca
@jfpoole

What are blocks?

- Anonymous inline collections of code.
- Similar to functions, but can capture state.

```
int value = 3;
int (^myBlock)(int) = ^(int param) {
  return value * param;
};
```

■ Typed parameter list

```
int value = 3;
int (^myBlock)(int) = ^(int param) {
  return value * param;
};
```

■ Inferred or declared return type

```
int value = 3;
int (^myBlock)(int) = ^(int param) {
  return value * param;
};
```

Can capture state from containing lexical scope

```
int value = 3;
int (^myBlock)(int) = ^(int param) {
  return value * param;
};
```

Can modify state of containing lexical scope

```
__block int value = 3;
void (^myBlock)(int) = ^(int param) {
  value = param;
};
```



Grand Central Dispatch

- Implements a thread pool for task parallelism.
- Easy way to add concurrency to your application.
 - Keep lengthy tasks off the main thread.
 - Run multiple tasks at the same time.
- Available in Mac OS X 10.6, iOS 4.0.
- Downside? Low-level C API.

NSOperationQueue

- Available in Mac OS X 10.5.
- Implemented with GCD in Mac OS X 10.6.
- Preferred way to use Grand Central Dispatch.
 - Higher-level API.
 - Block support makes adding operations easy!





Craig Hockenberry

@chockenberry



Once you figure them out, dispatch queues are pretty much like crack, aren't they? And, of course, NSOperation is the gateway drug.

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BlocksKit

- "The Objective-C block utilities you always wish you had."
- "Use blocks where you think they should be used ('cause they're there now)." @incanus77
- https://github.com/zwaldowski/BlocksKit

Questions?

https://github.com/jfpoole/pdx-cocoaheads-blocks john@primatelabs.ca @jfpoole