

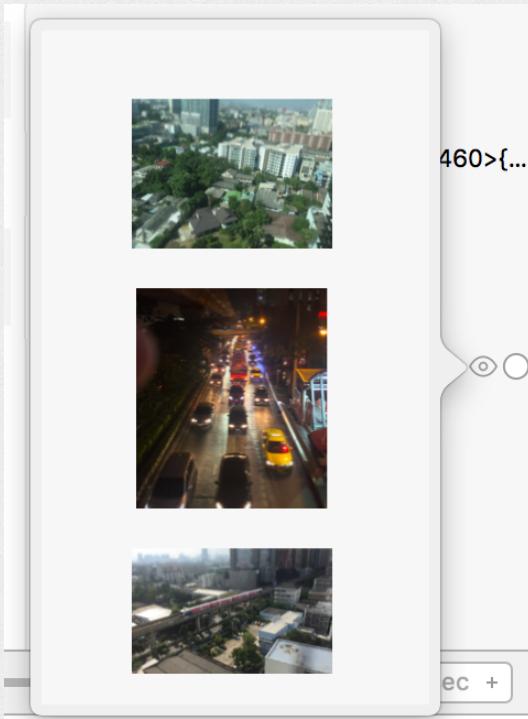
Introducing

Concurrency

NSOperationQueue

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Filter Queue



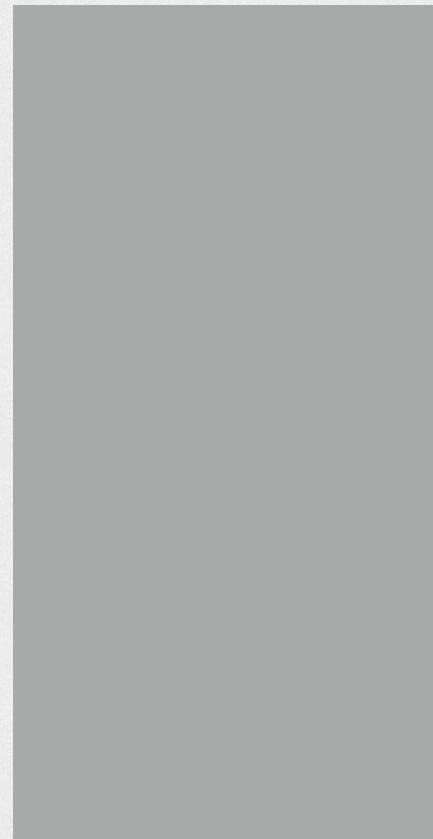
NSOperationQueue

NSOperation

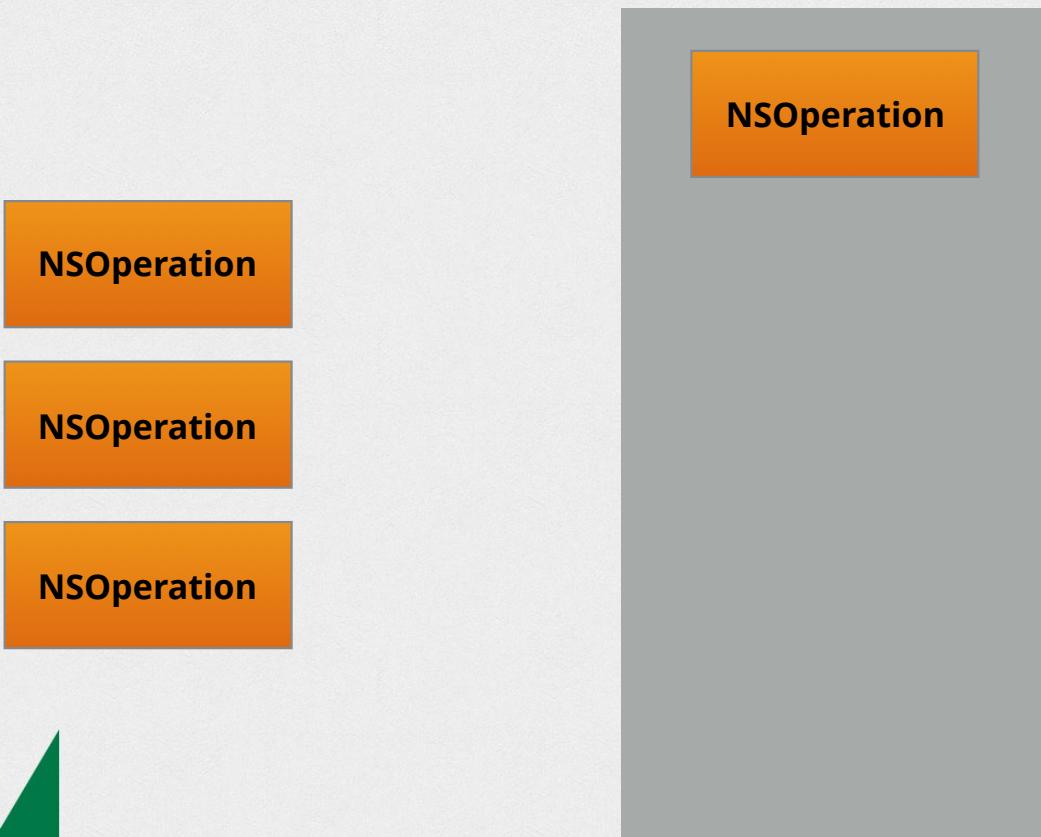
NSOperation

NSOperation

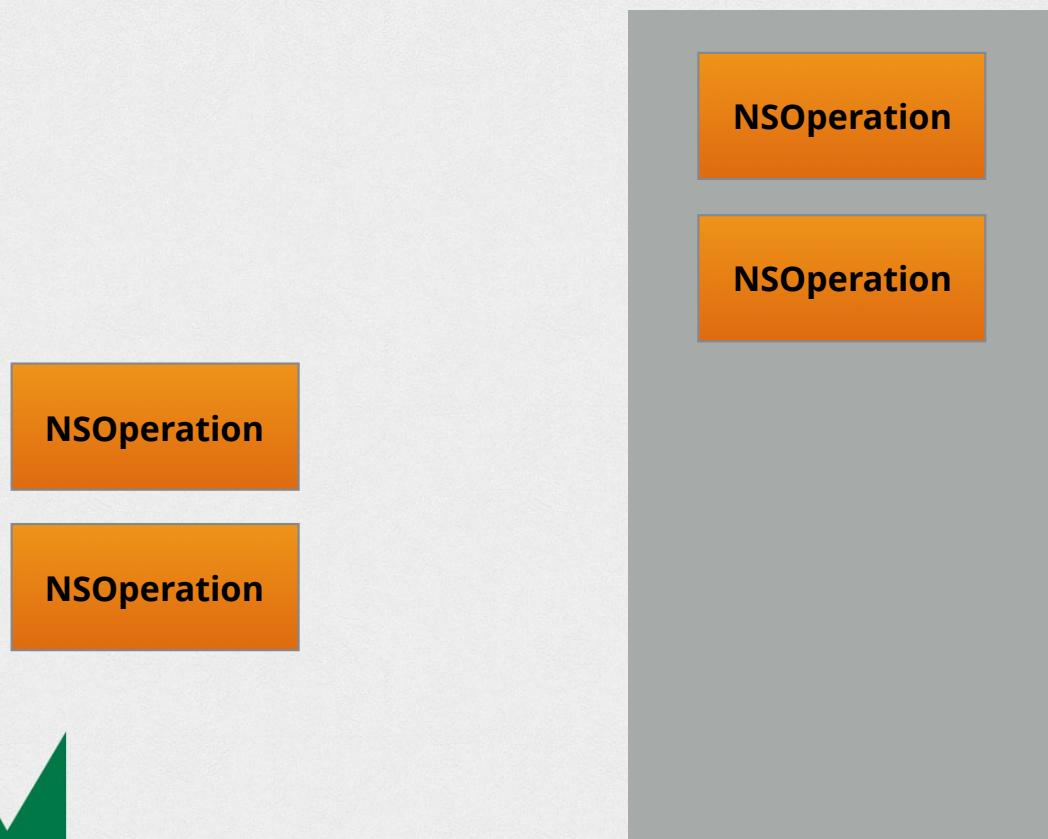
NSOperation



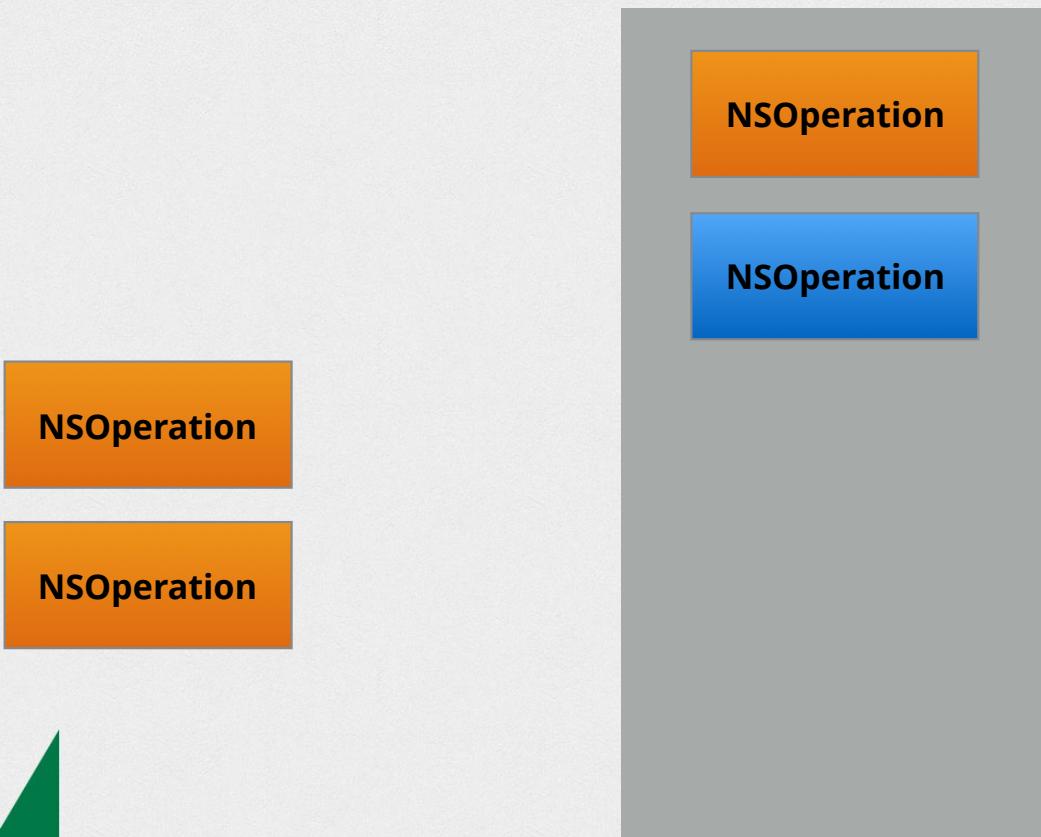
NSOperationQueue



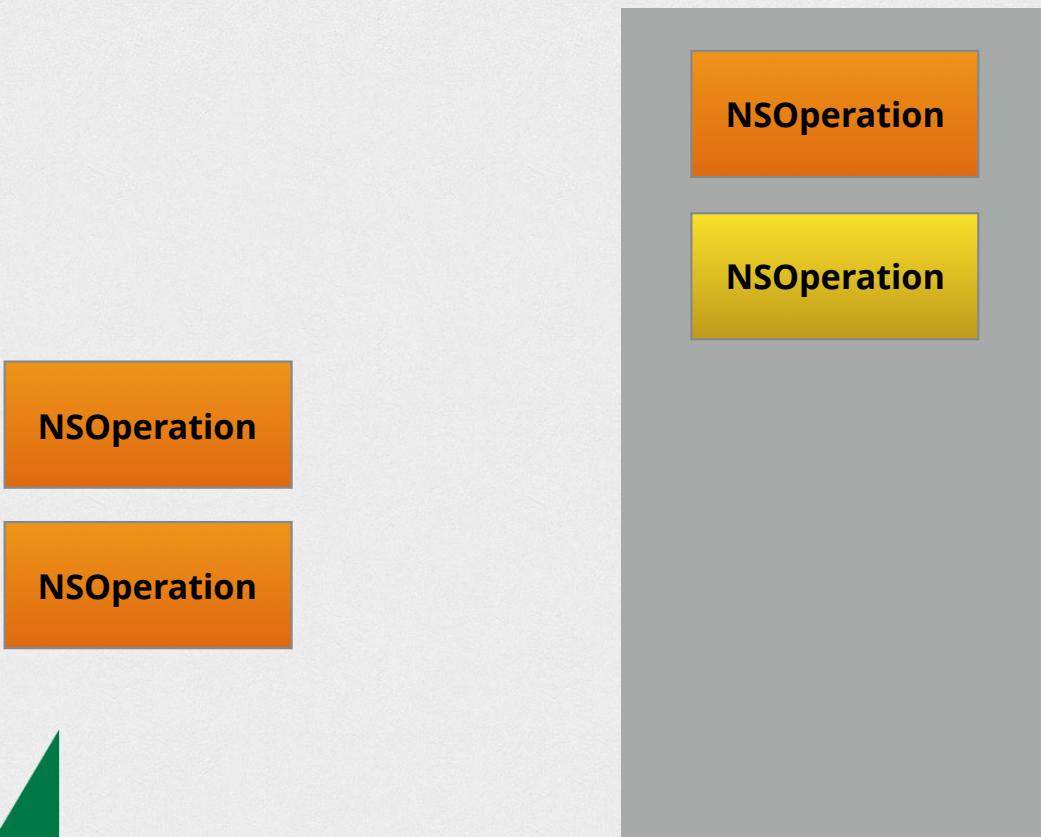
NSOperationQueue



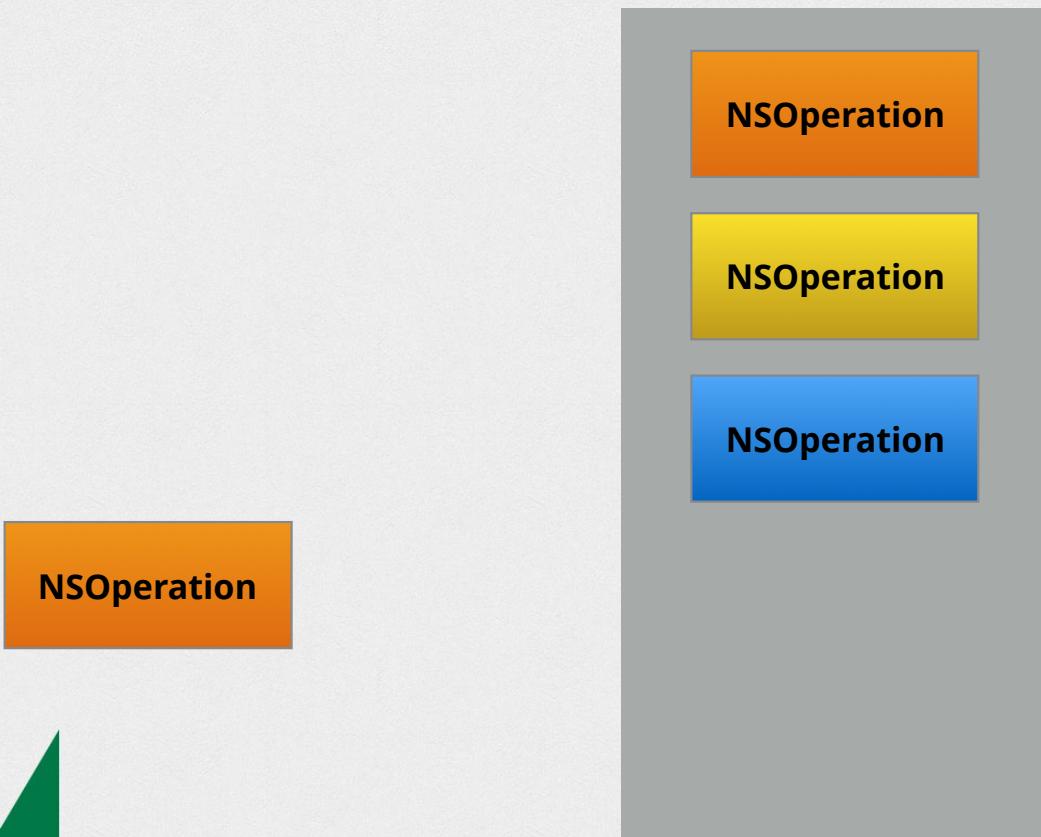
NSOperationQueue



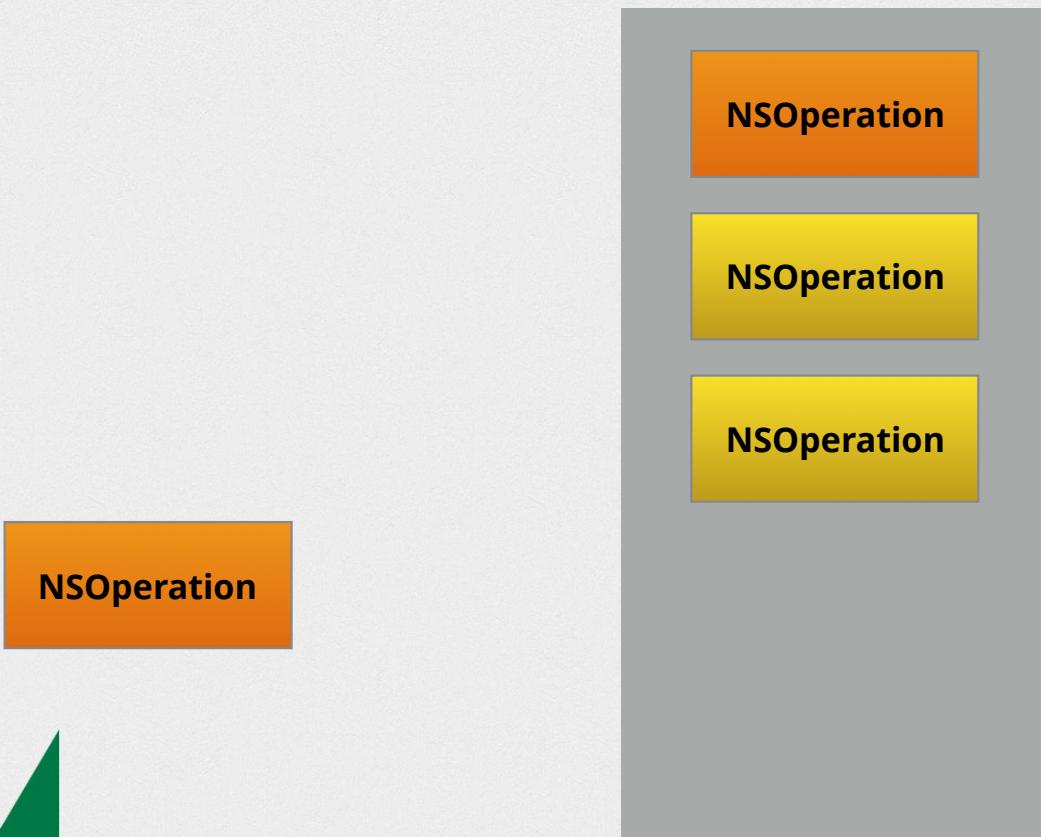
NSOperationQueue



NSOperationQueue



NSOperationQueue



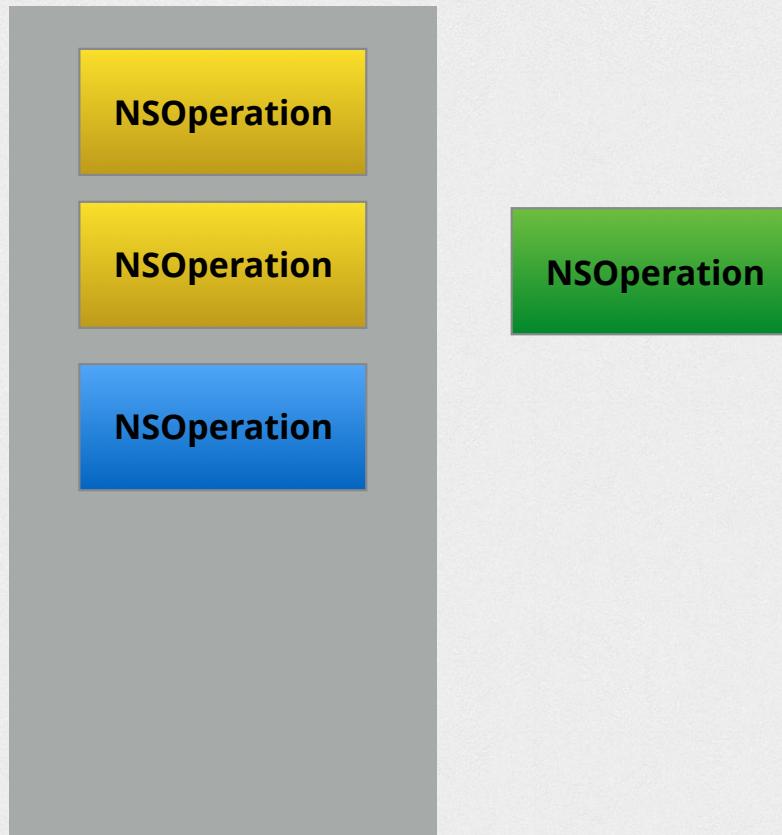
NSOperationQueue



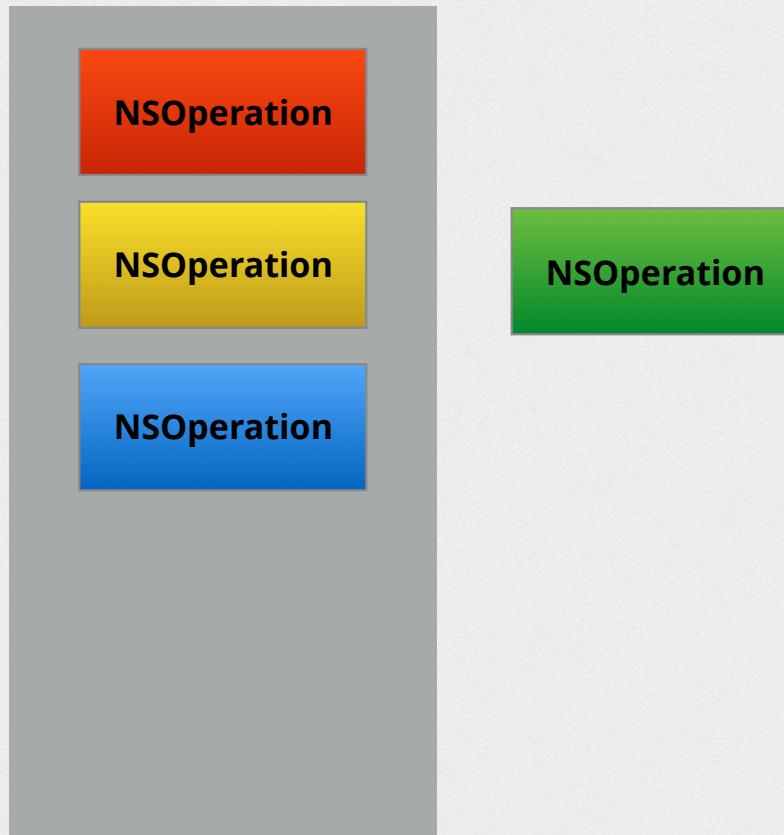
NSOperationQueue



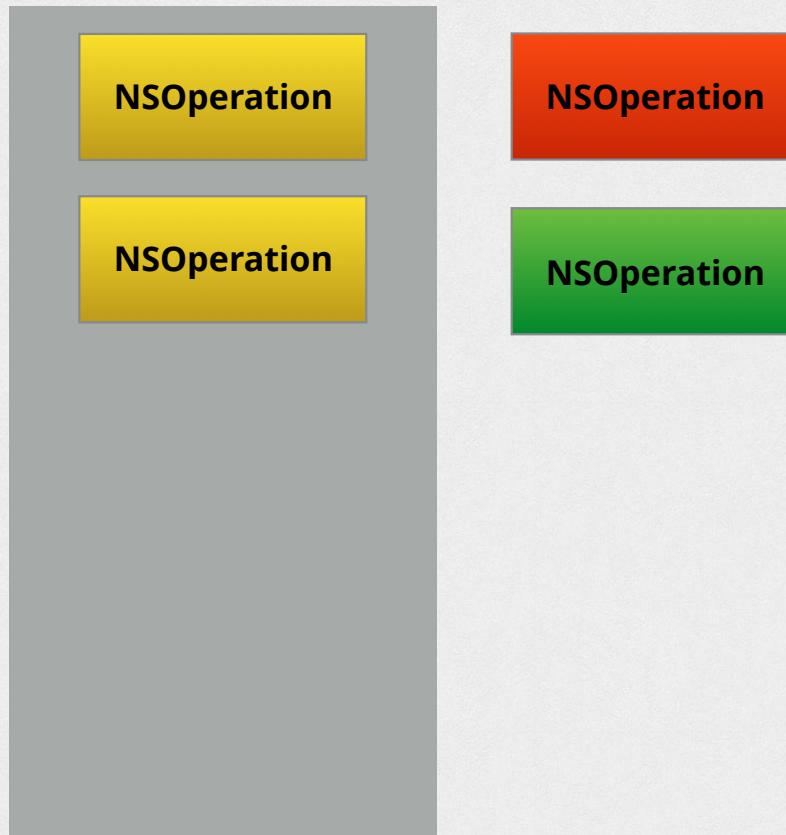
NSOperationQueue



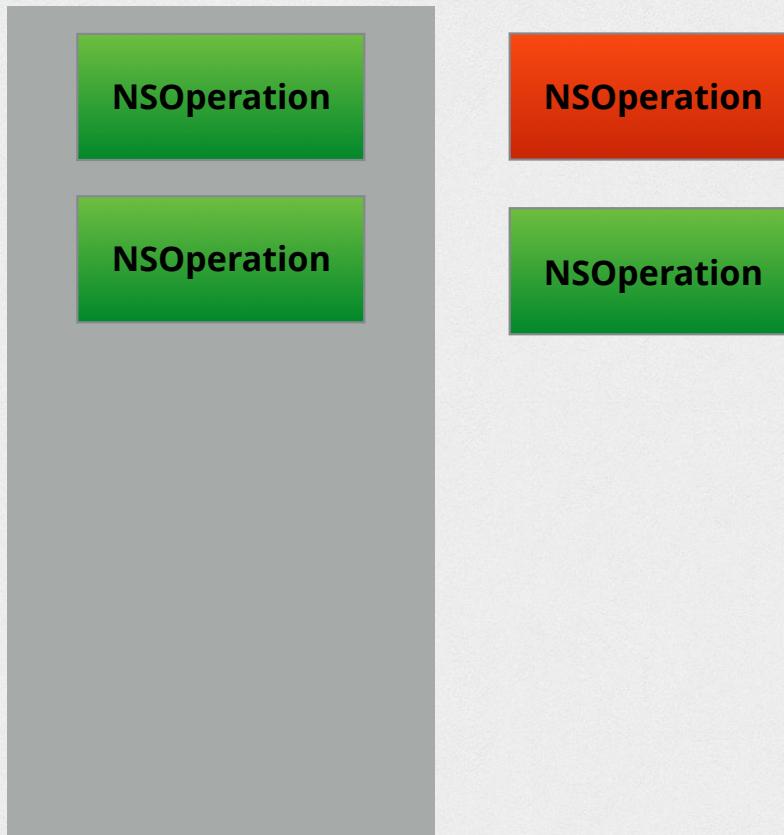
NSOperationQueue



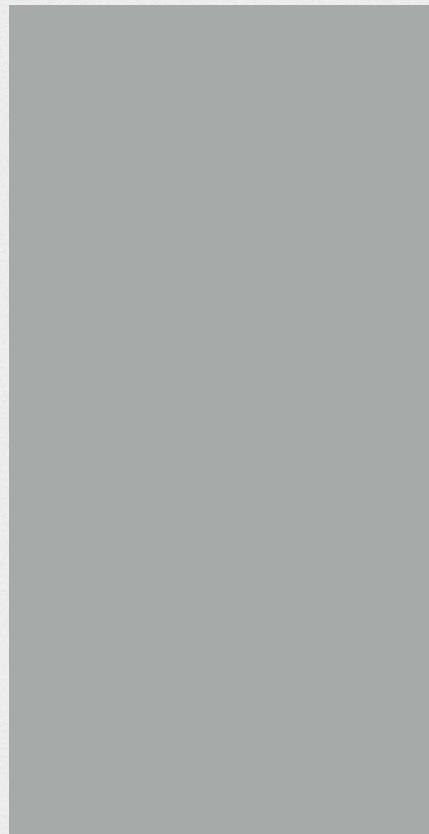
NSOperationQueue



NSOperationQueue



NSOperationQueue



NSOperation

NSOperation

NSOperation

NSOperation

Adding Operations

```
public class NSOperationQueue : NSObject {  
  
    public func addOperation(op: NSOperation)  
    public func addOperations(ops: [NSOperation], waitUntilFinished wait: Bool)  
    public func addOperationWithBlock(block: () -> Void)  
  
    public var operations: [NSOperation] { get }  
    public var operationCount: Int { get }  
    ...  
}
```



Queue Management

```
public class NSOperationQueue : NSObject {  
    ...  
    public var maxConcurrentOperationCount: Int  
  
    public var suspended: Bool  
    public var name: String?  
    public var qualityOfService: NSQualityOfService  
  
    public func cancelAllOperations()  
  
    public func waitUntilAllOperationsAreFinished()  
}
```



It's Challenge Time!



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