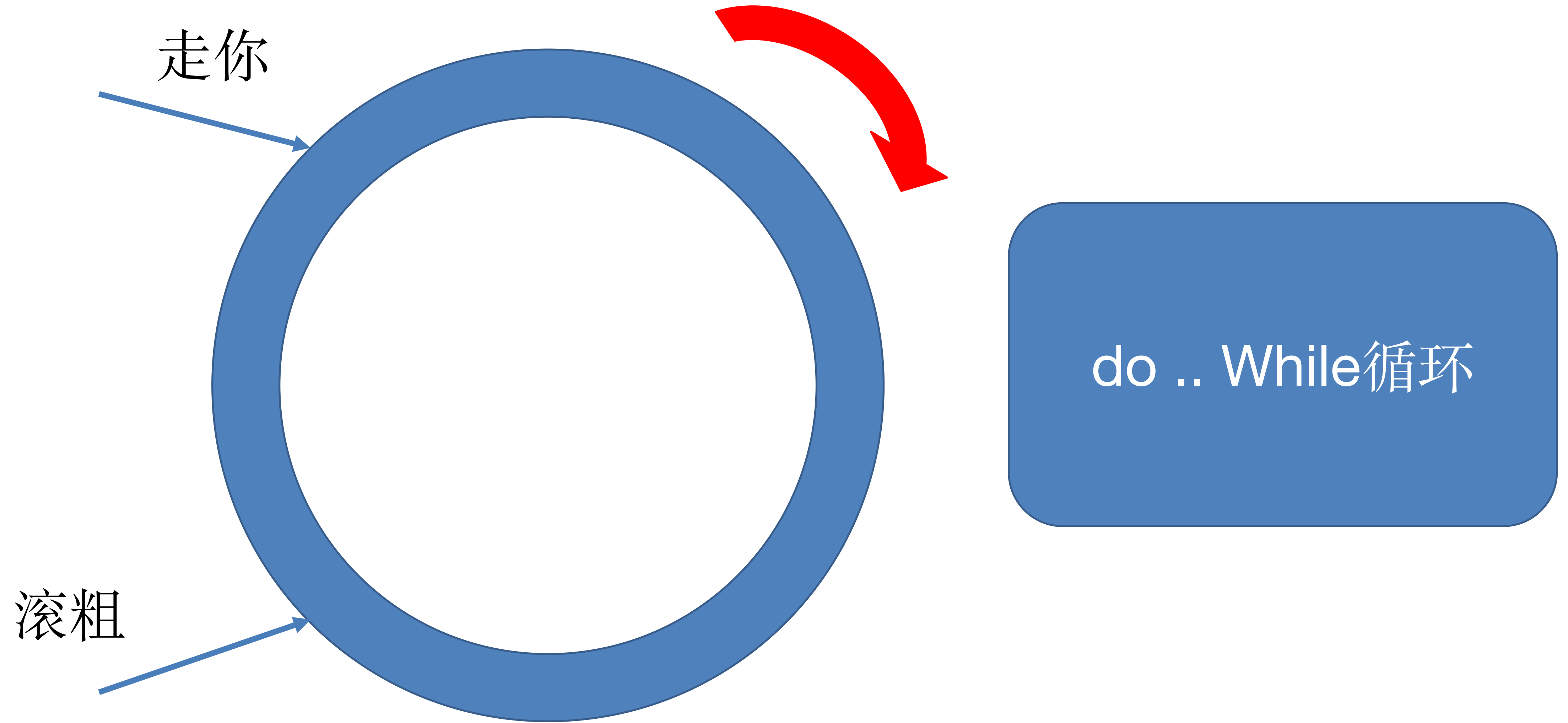


# Runloop

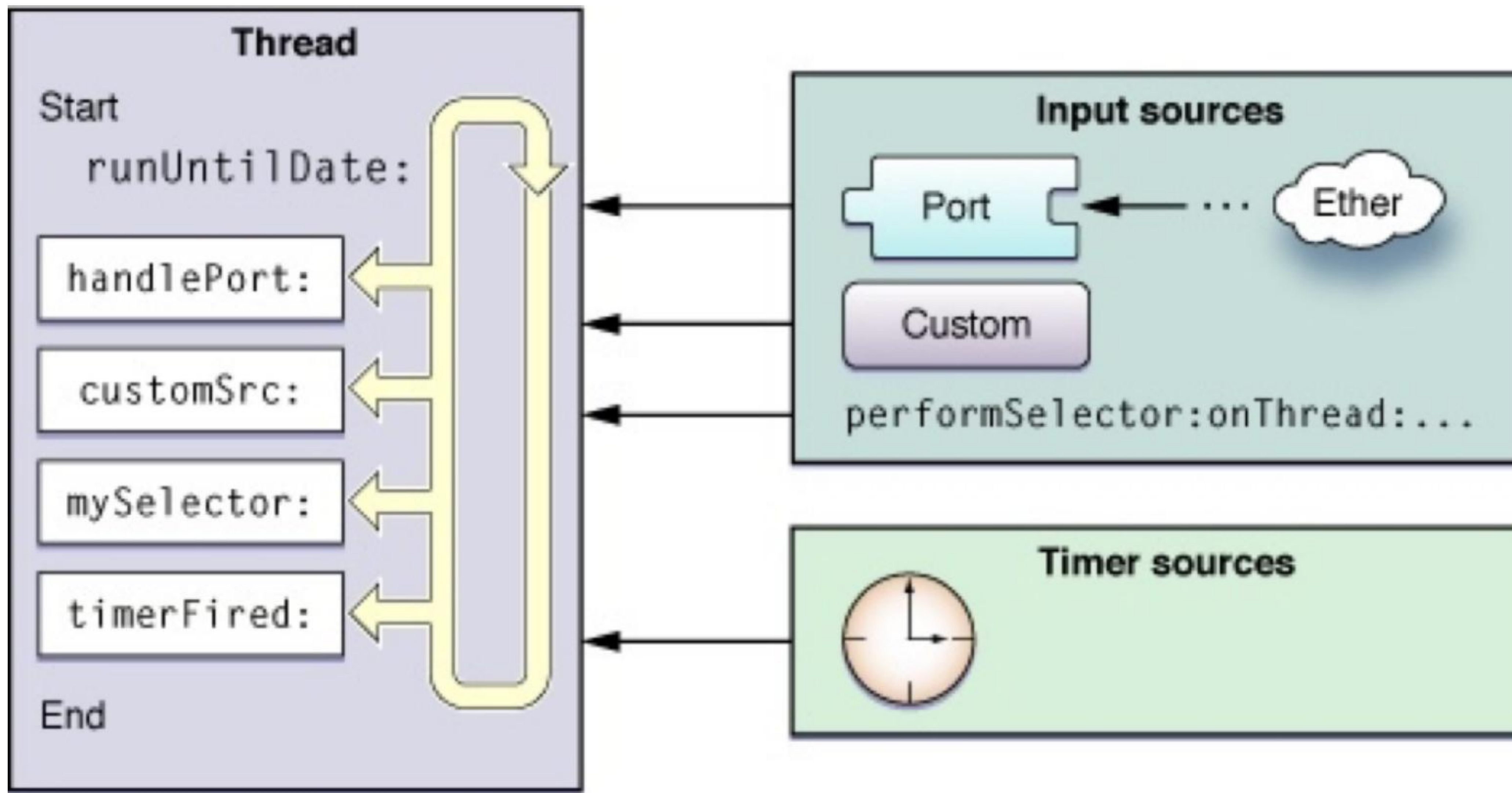
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@Cooci

和谐学习，不急不躁

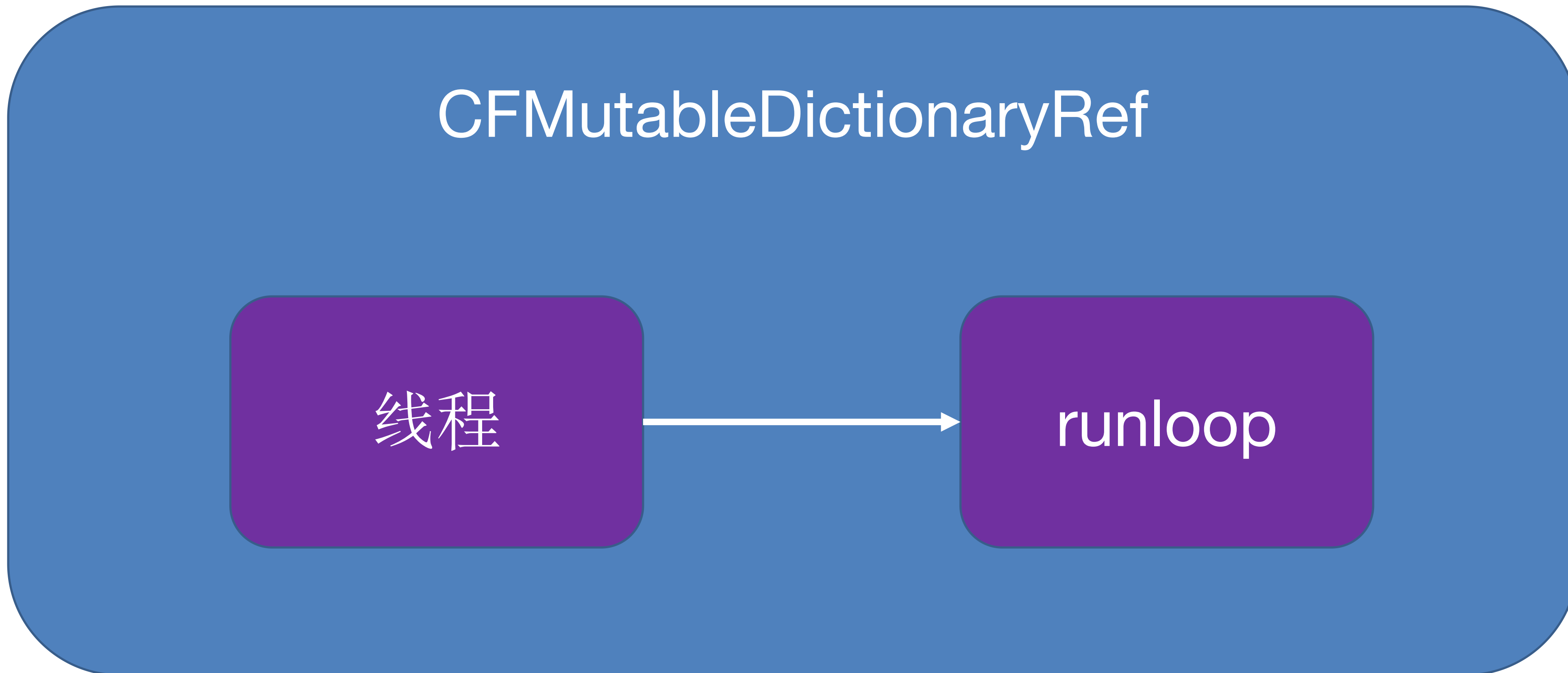


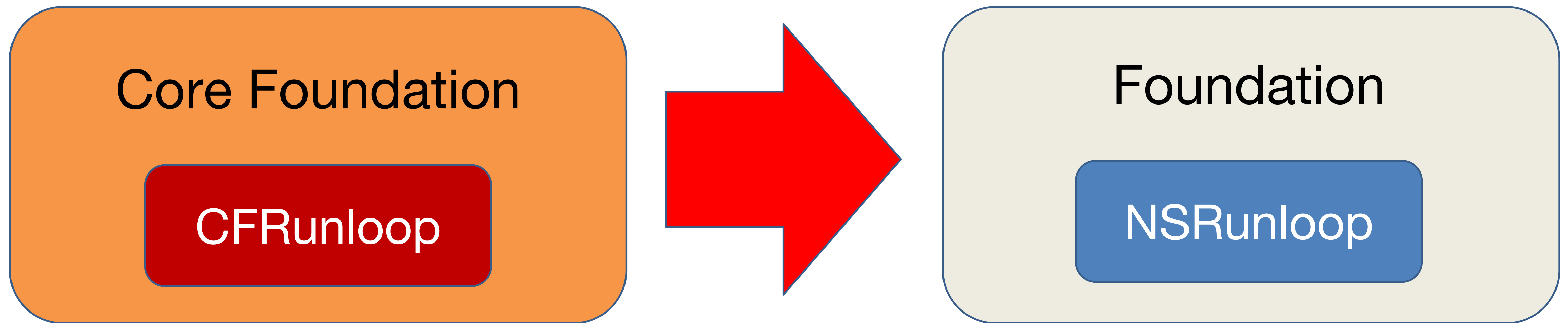
- 保持程序的持续运行
- 处理APP中的各种事件（触摸、定时器、performSelector）
- 节省cpu资源、提供程序的性能：该做事就做事，该休息就休息

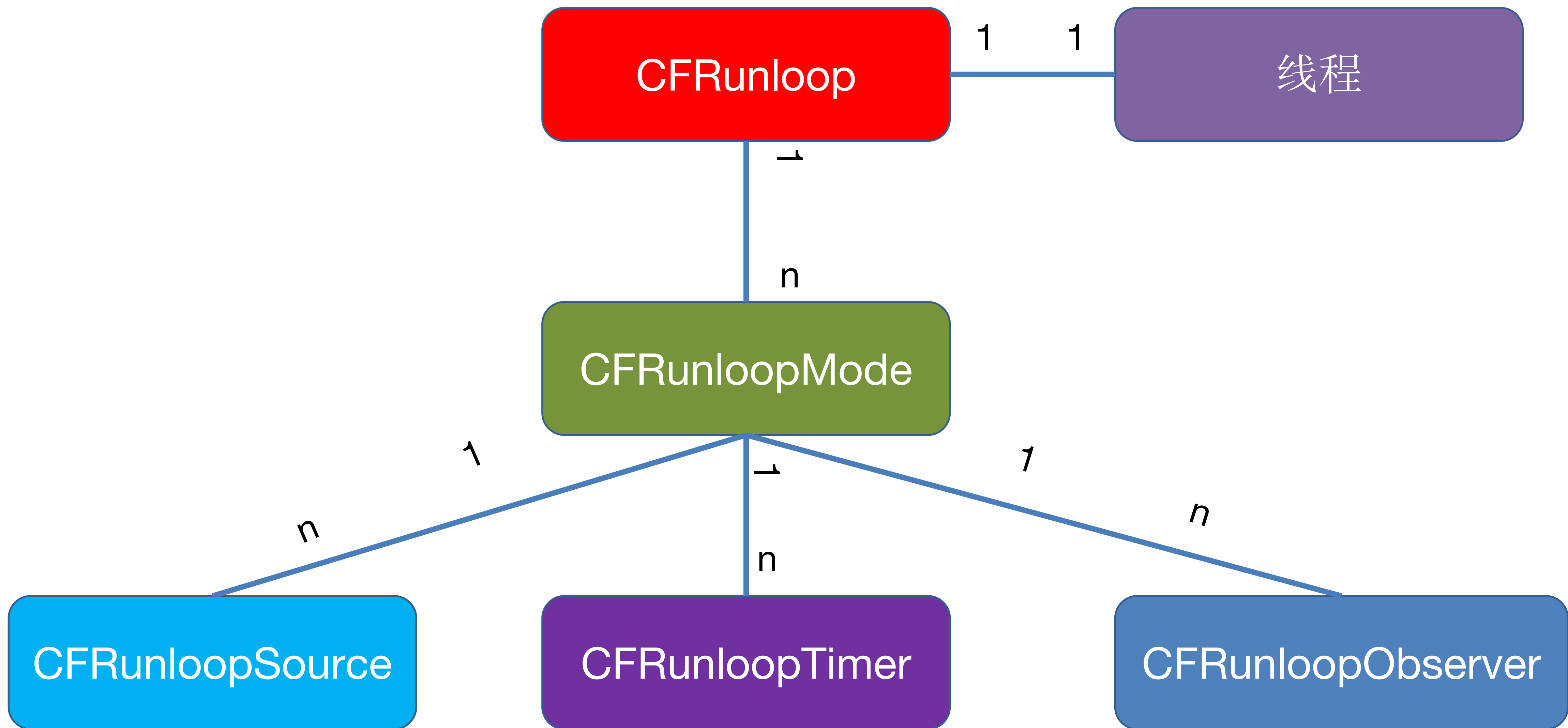


- block应用: `__CFRUNLOOP_IS_CALLING_OUT_TO_A_BLOCK__`
- 调用timer: `__CFRUNLOOP_IS_CALLING_OUT_TO_A_TIMER_CALLBACK_FUNCTION__`
- 响应source0:  
`__CFRUNLOOP_IS_CALLING_OUT_TO_A_SOURCE0_PERFORM_FUNCTION__`
- 响应source1:  
`__CFRUNLOOP_IS_CALLING_OUT_TO_A_SOURCE1_PERFORM_FUNCTION__`
- GCD主队列: `__CFRUNLOOP_IS_SERVICING_THE_MAIN_DISPATCH_QUEUE__`
- observer源:  
`__CFRUNLOOP_IS_CALLING_OUT_TO_AN_OBSERVER_CALLBACK_FUNCTION__`











# RunLoop

RunLoopMode

<Set>Source

<Array>Observer

<Array>Timer

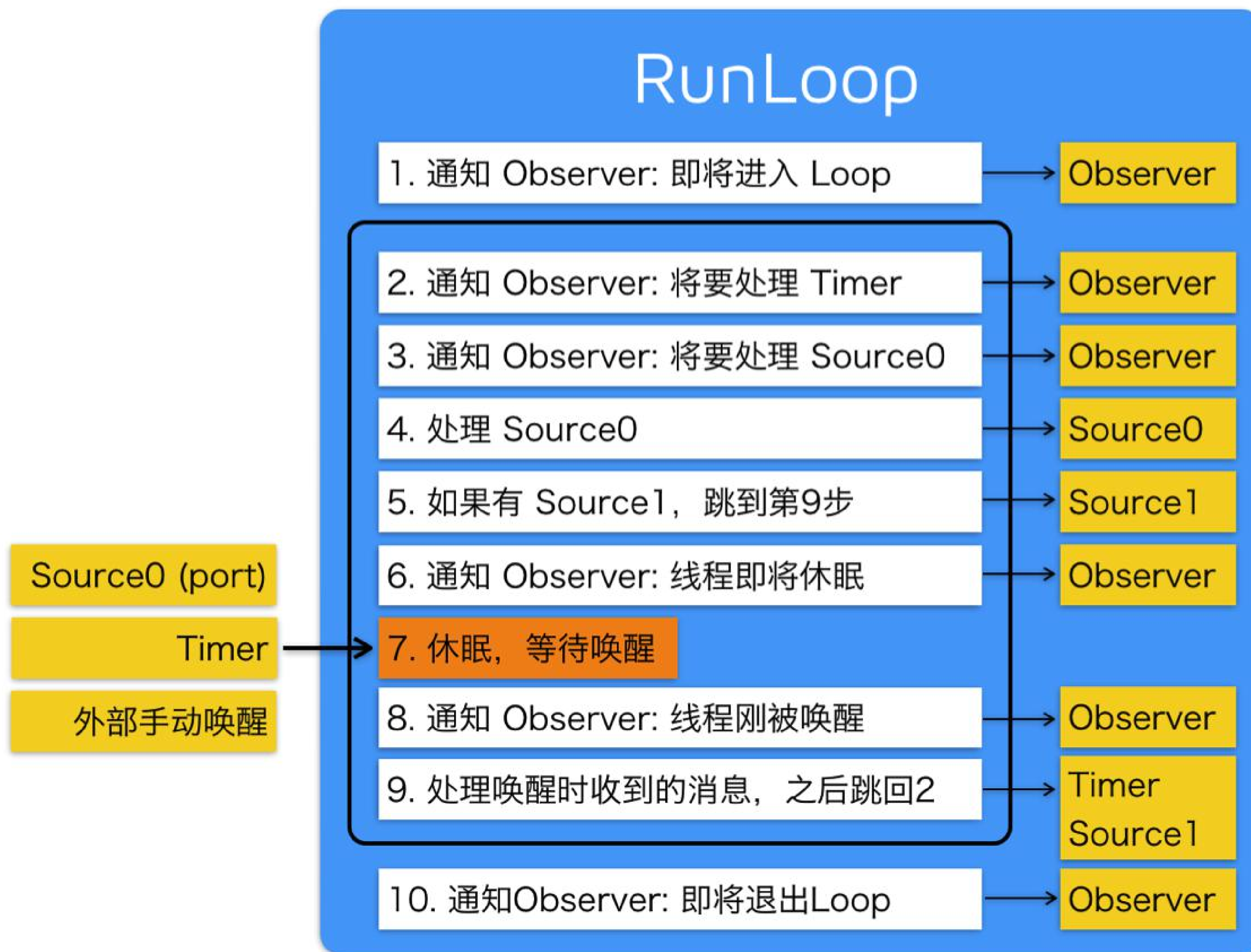
RunLoopMode

<Set>Source

<Array>Observer

<Array>Timer

# RunLoop的原理



# THANK YOU

THE END

我还是我，颜色不一样的烟火