



1

Ray Fixは誰？

Source: https://en.wikipedia.org/wiki/La_Jolla

2

RayWenderlich.com

3

4-1



ECHO
LABORATORIES



4-2



5

スタックvsヒープ領域

iosdc.jp Ray Fix

6

スタック

スタックはとにかく速い！

iosdc.jp Ray Fix

7-1

スタック

スタックはとにかく速い！

```
func candy() {  
    let ramune = 10  
    let pocky = 12  
    let gummi = 20  
}
```

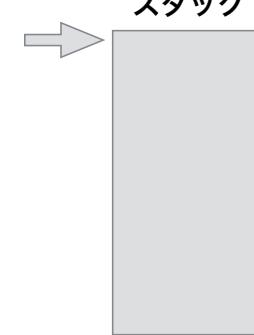
iosdc.jp Ray Fix

7-2

スタック

スタックはとにかく速い！

```
func candy() {  
    let ramune = 10  
    let pocky = 12  
    let gummi = 20  
}
```



iosdc.jp Ray Fix

7-3

スタック

スタックはとにかく速い！

```
func candy() {  
    let ramune = 10  
    let pocky = 12  
    let gummi = 20  
}
```



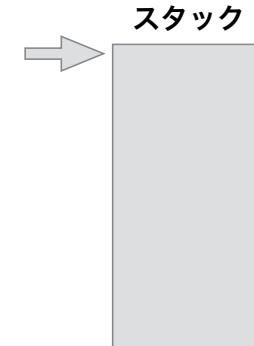
iosdc.jp Ray Fix

7-4

スタック

スタックはとにかく速い！

```
func candy() {  
    let ramune = 10  
    let pocky = 12  
    let gummi = 20  
}
```



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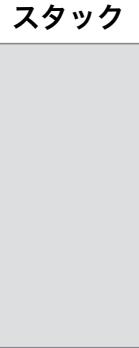
7-5

スタック

スタックはとにかく速い！

```
func candy() {  
    let ramune = 10  
    let pocky = 12  
    let gummi = 20  
}
```

ロックする必要は全くない



7-6

ヒープ領域

```
class Dish {  
  
    var name: String  
  
    init(name: String) {  
        self.name = name  
        print("⭐ Dish \(name)")  
    }  
  
    deinit {  
        print("☒ Dish \(name)")  
    }  
}
```

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8

ヒープ領域

```
let softCream = Dish(name: "Soft Cream")
```

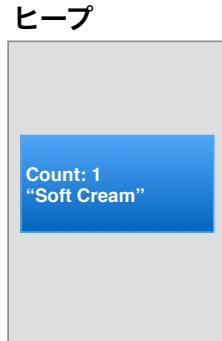
iosdc.jp Ray Fix

9-1

9-2

ヒープ領域

```
let softCream = Dish(name: "Soft Cream")
```

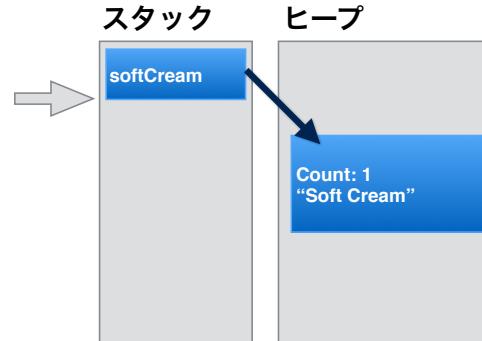


iosdc.jp Ray Fix

9-3

ヒープ領域

```
let softCream = Dish(name: "Soft Cream")
```

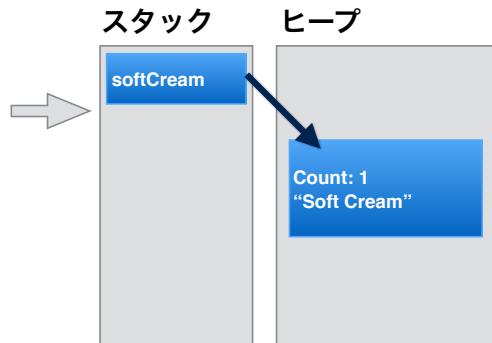


iosdc.jp Ray Fix

9-4

ヒープ領域

```
let softCream = Dish(name: "Soft Cream")
```



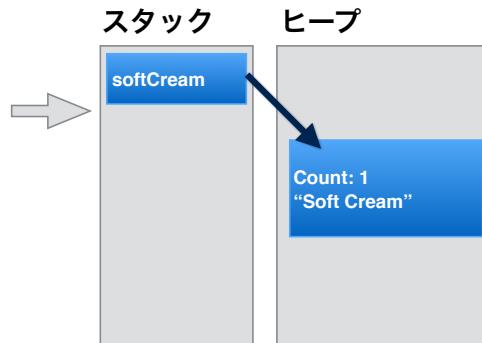
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10-1

ヒープ領域

```
let softCream = Dish(name: "Soft Cream")
```

```
let special = softCream
```



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10-2

ヒープ領域

```
let softCream = Dish(name: "Soft Cream")
let special = softCream
```



10-3

共有

```
softCream.name = "Choco Soft Cream"
special.name // "Choco Soft Cream"
```

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11-1

共有

```
softCream.name = "Choco Soft Cream"
special.name // "Choco Soft Cream"
```

ワオ、便利！！！

iosdc.jp Ray Fix

11-2

共有

```
softCream.name = "Choco Soft Cream"
special.name // "Choco Soft Cream"
```

ワオ、便利！！！

しかし

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11-3

共有

```
softCream.name = "Choco Soft Cream"  
special.name // "Choco Soft Cream"
```

ワオ、便利！！！

しかし

```
special.name = "ピーマン"  
softCream.name // "ピーマン"
```

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11-4

共有

```
softCream.name = "Choco Soft Cream"  
special.name // "Choco Soft Cream"
```

ワオ、便利！！！

しかし

```
special.name = "ピーマン"  
softCream.name // "ピーマン"
```



苦笑。

想定外の共有は参照型の欠点

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11-5

解決法:定数を使う

```
class Dish {  
  
    var name: String  
  
    init(name: String) {  
        self.name = name  
        print("⭐ Dish \(name)")  
    }  
  
    deinit {  
        print("☠ Dish \(name)")  
    }  
}
```

iosdc.jp Ray Fix

12-1

解決法:定数を使う

```
class Dish {  
  
    var name: String  
  
    init(name: String) {  
        self.name = name  
        print("⭐ Dish \(name)")  
    }  
  
    deinit {  
        print("☠ Dish \(name)")  
    }  
}
```

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12-2

解決法:定数を使う

```
class Dish {  
    let name: String  
  
    init(name: String) {  
        self.name = name  
        print("🟡 Dish \(name)")  
    }  
  
    deinit {  
        print("☠ Dish \(name)")  
    }  
}
```

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12-3

解決法:定数を使う

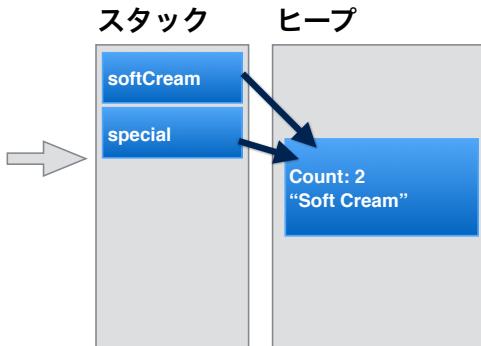
```
class Dish {  
    ✖️ special.name = "ピーマン"  
  
    let name: String  
  
    init(name: String) {  
        self.name = name  
        print("🟡 Dish \(name)")  
    }  
  
    deinit {  
        print("☠ Dish \(name)")  
    }  
}
```

iosdc.jp Ray Fix

12-4

ヒープ領域

```
let softCream = Dish(name: "Soft Cream")  
let special = softCream
```



iosdc.jp Ray Fix

13-1

ヒープ領域

```
let softCream = Dish(name: "Soft Cream")  
let special = softCream
```

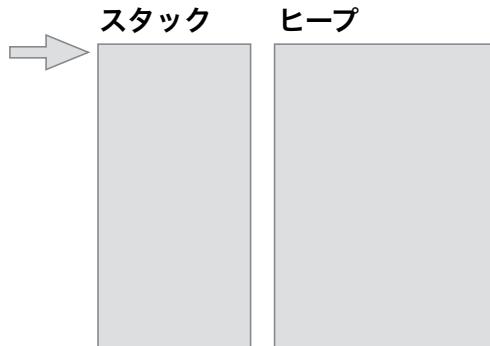


iosdc.jp Ray Fix

13-2

ヒープ領域

```
let softCream = Dish(name: "Soft Cream")
let special = softCream
```



13-3

問題：循環参照



14

参照サイクル

```
class Customer {
    var orders: [Order]

    func add(order: Order) {
        order.customer = self
        orders.append(order)
    }
}

class Order {
    var customer: Customer?
    let dish: Dish
}
```

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15-1

参照サイクル

```
class Customer {
    var orders: [Order]

    func add(order: Order) {
        order.customer = self
        orders.append(order)
    }
}

class Order {
    var customer: Customer?
    let dish: Dish
}
```

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15-2

参照サイクル

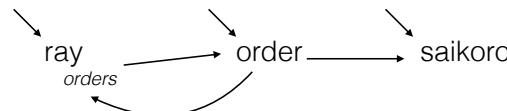
```
let ray = Customer(name: "Ray")
let saikoro = Dish(name: "Saikoro Steak")
let order = Order(dish: saikoro)
ray.add(order: order)
```

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16-1

参照サイクル

```
let ray = Customer(name: "Ray")
let saikoro = Dish(name: "Saikoro Steak")
let order = Order(dish: saikoro)
ray.add(order: order)
```



iosdc.jp Ray Fix

16-2

参照サイクル

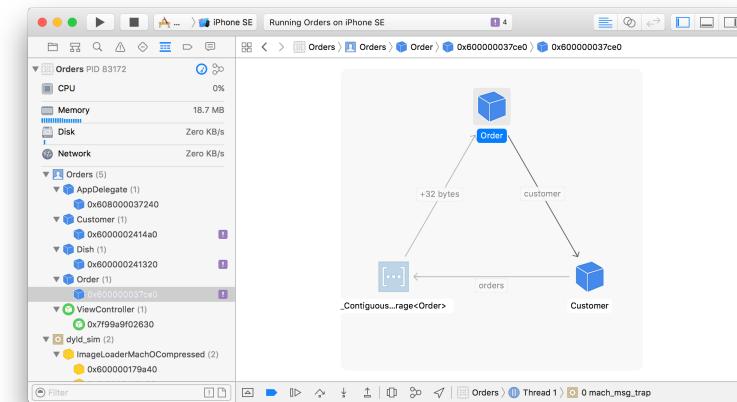
```
let ray = Customer(name: "Ray")
let saikoro = Dish(name: "Saikoro Steak")
let order = Order(dish: saikoro)
ray.add(order: order)
```



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16-3

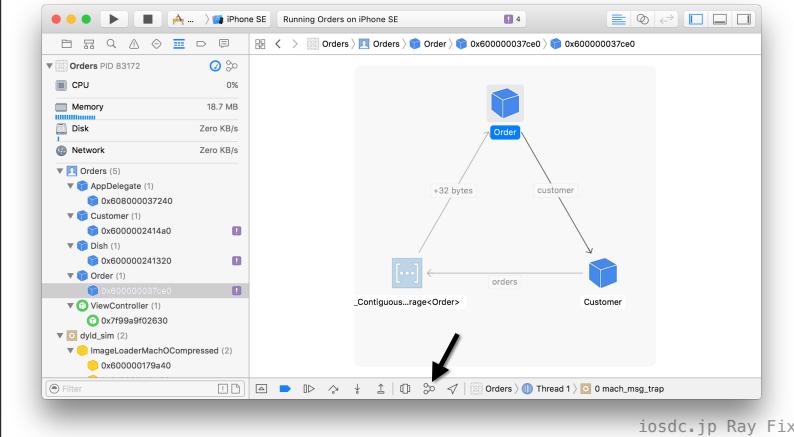
Xcode 8 Memory Visualizer



iosdc.jp Ray Fix

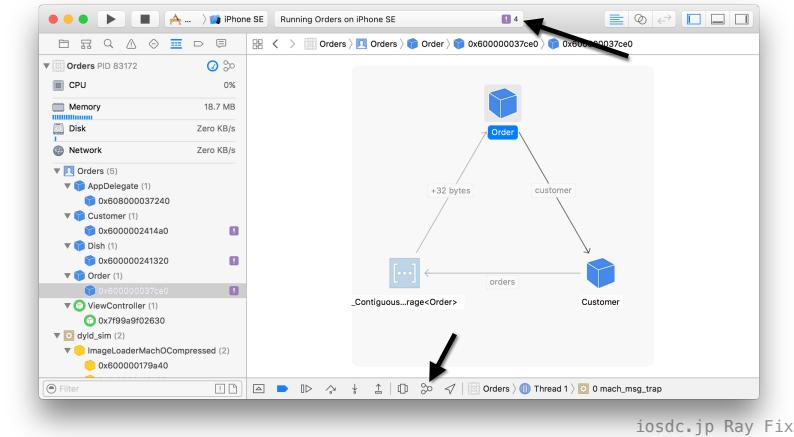
17-1

Xcode 8 Memory Visualizer



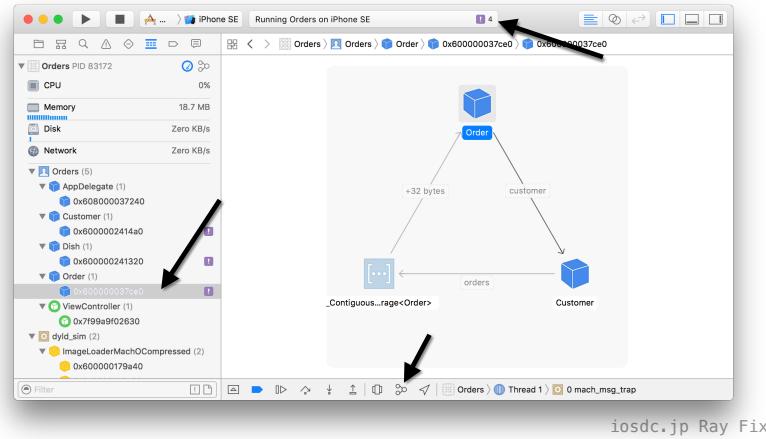
17-2

Xcode 8 Memory Visualizer



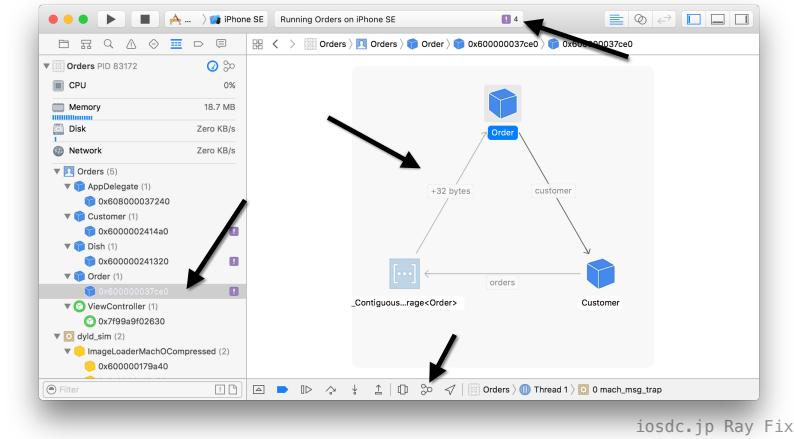
17-3

Xcode 8 Memory Visualizer



17-4

Xcode 8 Memory Visualizer



17-5

循環参照



18

循環参照

```
class Customer {  
    var orders: [Order]  
  
    func add(order: Order) {  
        order.customer = self  
        orders.append(order)  
    }  
}  
  
class Order {  
    var customer: Customer?  
    let dish: Dish  
}
```

iosdc.jp Ray Fix

19-1

循環参照

```
class Customer {  
    var orders: [Order]  
  
    func add(order: Order) {  
        order.customer = self  
        orders.append(order)  
    }  
}  
  
class Order {  
    weak var customer: Customer?  
    let dish: Dish  
}
```

iosdc.jp Ray Fix

19-2

循環参照

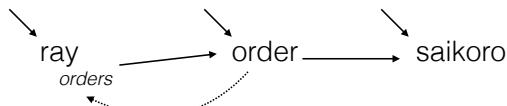
```
class Customer {  
    var orders: [Order]  
  
    func add(order: Order) {  
        order.customer = self  
        orders.append(order)  
    }  
}  
  
class Order {  
    weak var customer: Customer?  
    let dish: Dish  
}
```

iosdc.jp Ray Fix

19-3

循環参照

```
let ray = Customer(name: "Ray")
let saikoro = Dish(name: "Saikoro")
let order = Order(dish: saikoro)
ray.add(order: order)
```



iosdc.jp Ray Fix

20-1

循環参照

```
let ray = Customer(name: "Ray")
let saikoro = Dish(name: "Saikoro")
let order = Order(dish: saikoro)
ray.add(order: order)
```



iosdc.jp Ray Fix

20-2

循環参照

```
let ray = Customer(name: "Ray")
let saikoro = Dish(name: "Saikoro")
let order = Order(dish: saikoro)
ray.add(order: order)
```



iosdc.jp Ray Fix

20-3

循環参照

```
let ray = Customer(name: "Ray")
let saikoro = Dish(name: "Saikoro")
let order = Order(dish: saikoro)
ray.add(order: order)
```

saikoro

iosdc.jp Ray Fix

20-4

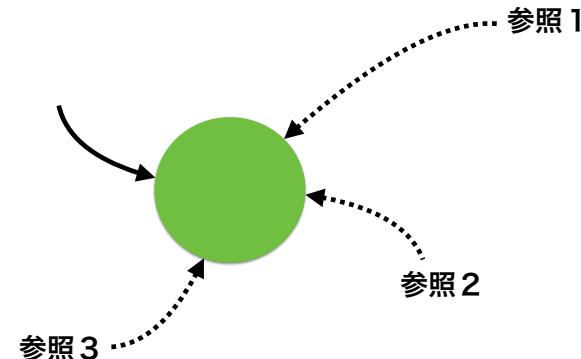
循環参照

```
let ray = Customer(name: "Ray")
let saikoro = Dish(name: "Saikoro")
let order = Order(dish: saikoro)
ray.add(order: order)
```

iosdc.jp Ray Fix

20-5

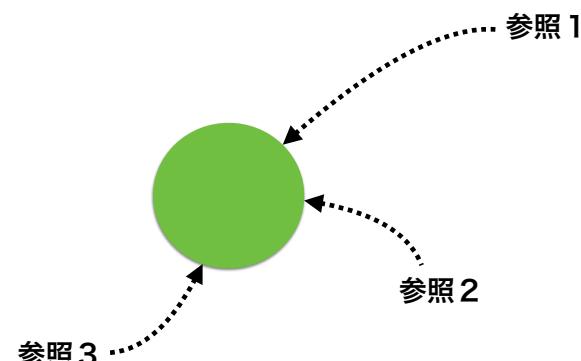
weak



iosdc.jp Ray Fix

21-1

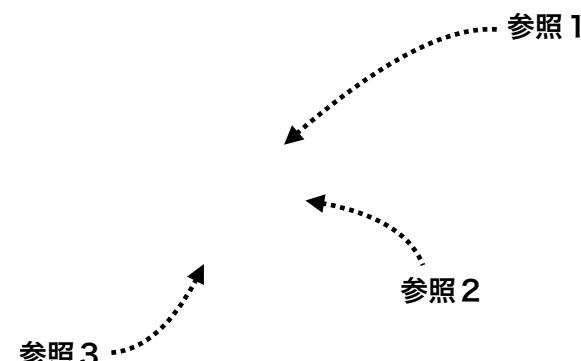
weak



iosdc.jp Ray Fix

21-2

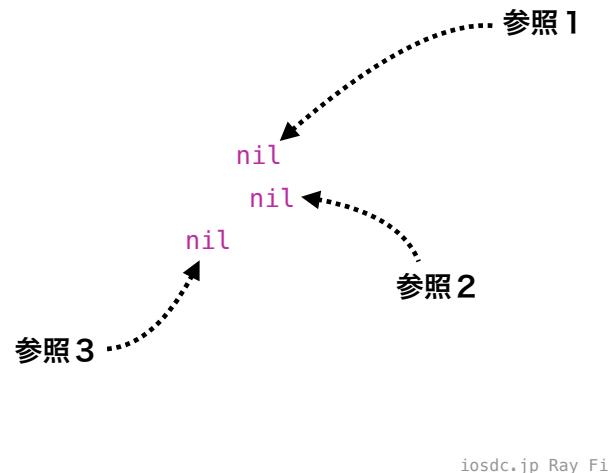
weak



iosdc.jp Ray Fix

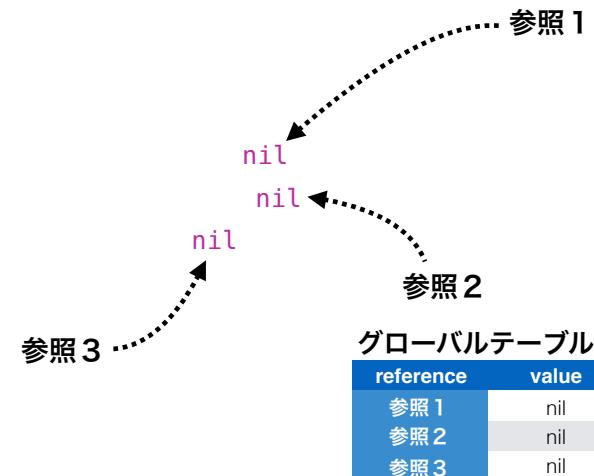
21-3

weak



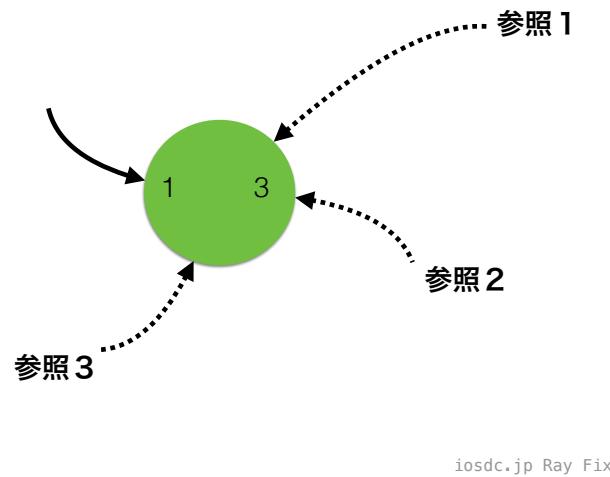
21-4

weak



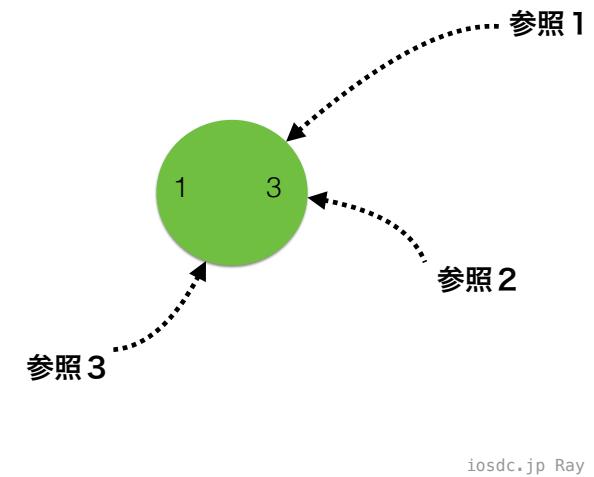
21-5

Swift weak



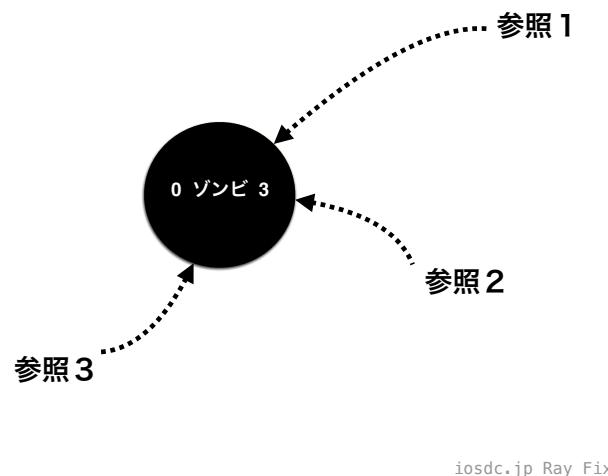
22-1

Swift weak



22-2

Swift weak



22-3

強い参照カウントが0に



23-1

強い参照カウントが0に



23-2

弱い参照カウントが0に



24-1

弱い参照カウントが0に



24-2

unowned

- unowned は別の種類の弱い参照
- 参照先が必ずあることが前提
- もし参照先がないと、プログラムが停止する

25

unowned

```
class Customer {  
    var orders: [Order]  
  
    func add(dish: Dish) {  
        let order = Order(dish: dish, customer: self)  
        orders.append(order)  
    }  
  
    class Order {  
        let customer: Customer  
        let dish: Dish  
    }  
}
```

26-1

unowned

```
class Customer {  
    var orders: [Order]  
  
    func add(dish: Dish) {  
        let order = Order(dish: dish, customer: self)  
        orders.append(order)  
    }  
  
    class Order {  
        let customer: Customer  
        let dish: Dish  
    }  
}
```

26-2

unowned

```
class Customer {  
    var orders: [Order]  
  
    func add(dish: Dish) {  
        let order = Order(dish: dish, customer: self)  
        orders.append(order)  
    }  
  
    class Order {  
        unowned let customer: Customer  
        let dish: Dish  
    }  
}
```

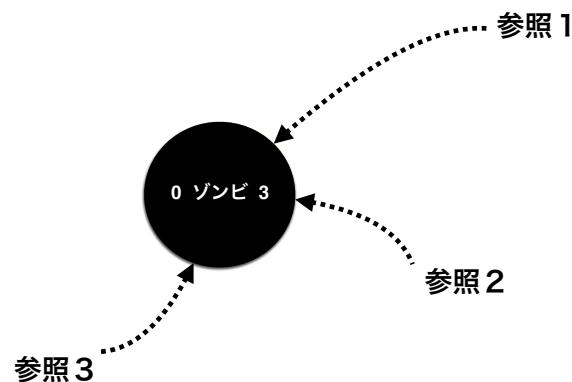
26-3

unowned

```
class Customer {  
    var orders: [Order]  
  
    func add(dish: Dish) {  
        let order = Order(dish: dish, customer: self)  
        orders.append(order)  
    }  
  
    class Order {  
        unowned let customer: Customer  
        let dish: Dish  
    }  
}
```

26-4

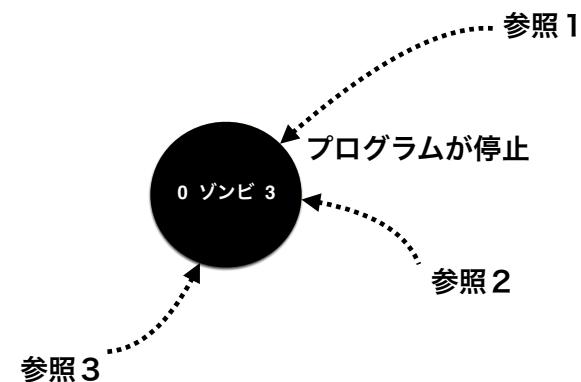
unowned



iosdc.jp Ray Fix

27-1

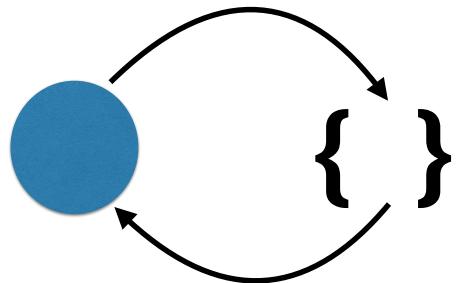
unowned



iosdc.jp Ray Fix

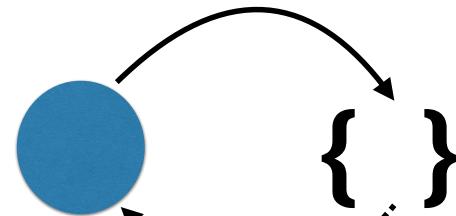
27-2

関数とクロージャも参照型



28-1

関数とクロージャも参照型



28-2

例：寿司屋

```
enum MenuItem: String {
    case toro, ebi, anago, uni, ikura, hamachi
}

typealias Action = ()->()
```

29

例：寿司屋

```
class Sushiya {
    lazy var menu: [MenuItem: Action] = [...]

    func prepare(_ menuItem: MenuItem) {
        menu[menuItem]?()
    }

    private func serve(dish: Dish) {
        print("Now serving \(dish.name)")
    }
}
```

30

例：寿司屋

```
menu =  
[  
  .toro: {  
    let dish = Dish(name: "Toro")  
    serve(dish: dish)  
  },  
  
  ...  
]
```

31-1

例：寿司屋

```
menu =  
[  
  .toro: {  
    let dish = Dish(name: "Toro")  
    self.serve(dish: dish)  
  },  
  
  ...  
]
```

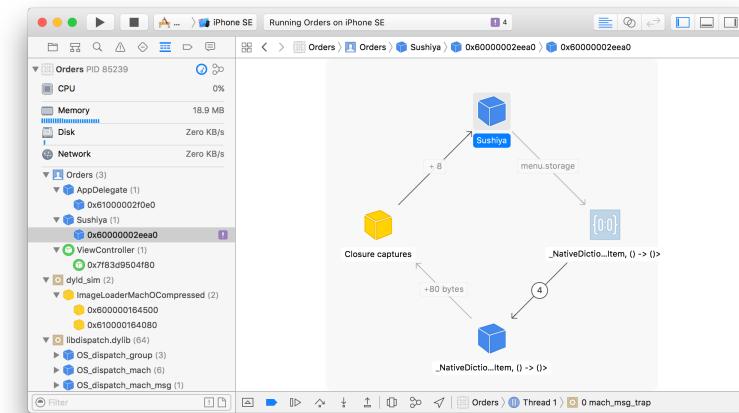
31-2

例：寿司屋

```
menu =  
[  
  .toro: {  
    let dish = Dish(name: "Toro")  
    self.serve(dish: dish)  
  },  
  
  ...  
]  
  
let sushiya = Sushiya()  
sushiya.prepare(.toro)
```

31-3

メモリー漏れ



32

解決法：キャプチャリスト

```
var value = 0  
  
let showValue = {  
    print(value)  
}
```

33-1

解決法：キャプチャリスト

```
var value = 0  
  
let showValue = {  
    print(value)  
}  
  
showValue() // prints 0  
value = 10  
showValue() // prints 10
```

33-2

解決法：キャプチャリスト

```
var value = 0  
  
let showValue = {  
    print(value)  
}  
  
showValue() // prints 0  
value = 10  
showValue() // prints 10
```

34-1

解決法：キャプチャリスト

```
var value = 0  
  
let showValue = { [value] in  
    print(value)  
}  
  
showValue() // prints 0  
value = 10  
showValue() // prints 10
```

34-2

解決法：キャプチャリスト

```
var value = 0

let showValue = { [value] in
    print(value)
}

showValue() // prints 0
value = 10
showValue() // prints 0
```

34-3

解決法：キャプチャリスト

```
menu =
[
    .toro: {
        let dish = Dish(name: "Toro")
        self.serve(dish: dish)
    },
    ...
]
```

35-1

解決法：キャプチャリスト

```
menu =
[
    .toro: { [unowned self] in
        let dish = Dish(name: "Toro")
        self.serve(dish: dish)
    },
    ...
]
```



35-2

非同期の問題

```
private func serve(dish: Dish) {
    print("Now serving \(dish.name)")
}
```

36-1

非同期の問題

```
private func serve(dish: Dish) {  
    DispatchQueue.main.async {  
        print("Now serving \(dish.name)")  
        self.served += 1  
    }  
}
```

36-2

非同期の問題

```
private func serve(dish: Dish) {  
    DispatchQueue.main.async { [unowned self] in  
        print("Now serving \(dish.name)")  
        self.served += 1  
    }  
}
```

36-3

非同期の問題

```
private func serve(dish: Dish) {  
    DispatchQueue.main.async { [unowned self] in  
        print("Now serving \(dish.name)")  
        self.served += 1  
    }  
}
```

✖ CRASH!!!!

36-4

非同期の問題

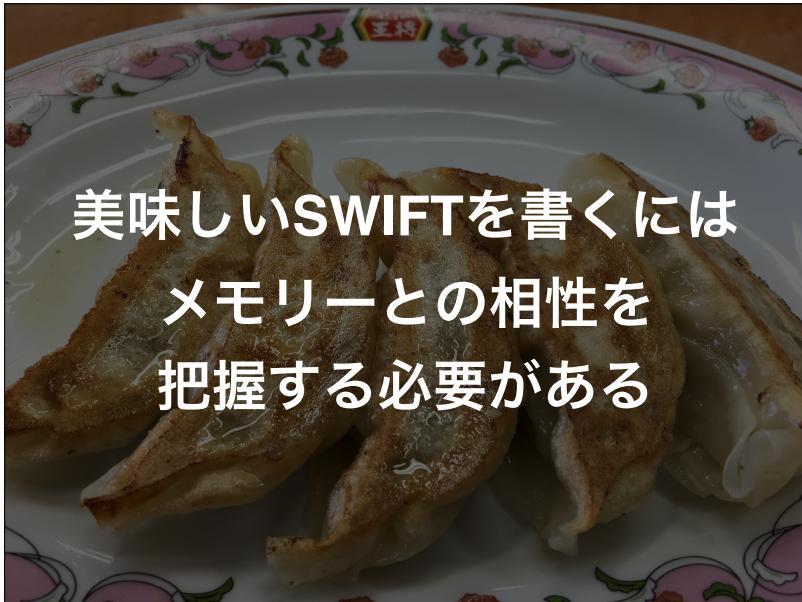
```
private func serve(dish: Dish) {  
    DispatchQueue.main.async {  
        print("Now serving \(dish.name)")  
        self.served += 1  
    }  
}
```

36-5

weak

```
private func serve(dish: Dish) {  
    DispatchQueue.main.async { [weak self] in  
        print("Now serving \(dish.name)")  
        self?.served += 1  
    }  
}
```

37



美味しいSWIFTを書くには
メモリーとの相性を
把握する必要がある

39

strong weak ダンス

```
private func serve(dish: Dish) {  
    DispatchQueue.main.async { [weak self] in  
        guard let strongSelf = self else {  
            print("Cancelled \(dish.name)")  
            return  
        }  
        print("Now serving \(dish.name)")  
        strongSelf.served += 1  
    }  
}
```

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