

Objective-C Runtime: немного теории и практическое применение

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objc_class

```
struct objc_class {
    Class isa OBJC_ISA_AVAILABILITY;

#ifdef __OBJC2__
    Class super_class OBJC2_UNAVAILABLE;
    const char *name OBJC2_UNAVAILABLE;
    long version OBJC2_UNAVAILABLE;
    long info OBJC2_UNAVAILABLE;
    long instance_size OBJC2_UNAVAILABLE;
    struct objc_ivar_list *ivars OBJC2_UNAVAILABLE;
    struct objc_method_list **methodLists OBJC2_UNAVAILABLE;
    struct objc_cache *cache OBJC2_UNAVAILABLE;
    struct objc_protocol_list *protocols OBJC2_UNAVAILABLE;
#endif
} OBJC2_UNAVAILABLE;
```


objc_msgSend

```
id objc_msgSend(id self, SEL op, ...)
```


IMP

```
void generatedMethod(id self, SEL _cmd, id arg0, id arg2, BOOL arg3)
```


Практическое применение

1. Associated objects
2. Method swizzling
3. Serialization / Deserialization
4. Copying

Associated objects

```
- (SLFMomentTextBlock *)firstTextBlock {
    NSNumber *firstTextBlockIndex = objc_getAssociatedObject(self, _cmd);

    if (!firstTextBlockIndex) {
        NSUInteger index = [[self blocks] indexOfObjectPassingTest:^(id obj, NSUInteger idx, BOOL *stop) {
            return [obj isKindOfClass:[SLFMomentTextBlock class]];
        }];

        firstTextBlockIndex = @(index);

        objc_setAssociatedObject(self, _cmd, firstTextBlockIndex, OBJC_ASSOCIATION_RETAIN_NONATOMIC);
    }

    NSUInteger index = [firstTextBlockIndex unsignedIntegerValue];

    if (index != NSNotFound) {
        return [self blocks][index];
    }

    return nil;
}
```


Method swizzling

```
- (void)repeat {  
    NSLog(@"repeat");  
  
    static dispatch_once_t onceToken;  
    dispatch_once(&onceToken, ^{  
        [NSTimer scheduledTimerWithTimeInterval:kTimerInterval target:self selector:_cmd userInfo:nil repeats:YES];  
    });  
}
```


Популярный способ

```
+ (void)load {  
    Method repeatMethod = class_getInstanceMethod([self class], @selector(repeat));  
    Method swizzledRepeat = class_getInstanceMethod([self class], @selector(swizzledRepeat));  
  
    method_exchangeImplementations(repeatMethod, swizzledRepeat);  
}  
  
- (void)swizzledRepeat {  
    NSLog(@"swizzledRepeat");  
  
    [self repeat];  
}
```

2015-02-25	11:32:03.059	SwizzlingTest[11349:1218562]	swizzledRepeat
2015-02-25	11:32:03.059	SwizzlingTest[11349:1218562]	repeat
2015-02-25	11:32:03.161	SwizzlingTest[11349:1218562]	repeat
2015-02-25	11:32:03.261	SwizzlingTest[11349:1218562]	repeat
2015-02-25	11:32:03.361	SwizzlingTest[11349:1218562]	repeat
2015-02-25	11:32:03.463	SwizzlingTest[11349:1218562]	repeat
2015-02-25	11:32:03.561	SwizzlingTest[11349:1218562]	repeat
2015-02-25	11:32:03.661	SwizzlingTest[11349:1218562]	repeat
2015-02-25	11:32:03.761	SwizzlingTest[11349:1218562]	repeat

Правильный способ

```
static IMP __originalRepeatImp;

static void __swizzledRepeat(id self, SEL _cmd) {
    NSLog(@"swizzledRepeat");

    ((void (*)(id, SEL))__originalRepeatImp)(self, _cmd);
}

+ (void)load {
    Method repeatMethod = class_getInstanceMethod([self class], @selector(repeat));
    __originalRepeatImp = method_setImplementation(repeatMethod, (IMP)__swizzledRepeat);
}
```

```
2015-02-25 12:16:18.309 SwizzlingTest[11602:1250360] swizzledRepeat
2015-02-25 12:16:18.309 SwizzlingTest[11602:1250360] repeat
2015-02-25 12:16:18.414 SwizzlingTest[11602:1250360] swizzledRepeat
2015-02-25 12:16:18.414 SwizzlingTest[11602:1250360] repeat
2015-02-25 12:16:18.510 SwizzlingTest[11602:1250360] swizzledRepeat
2015-02-25 12:16:18.510 SwizzlingTest[11602:1250360] repeat
2015-02-25 12:16:18.609 SwizzlingTest[11602:1250360] swizzledRepeat
2015-02-25 12:16:18.610 SwizzlingTest[11602:1250360] repeat
2015-02-25 12:16:18.710 SwizzlingTest[11602:1250360] swizzledRepeat
2015-02-25 12:16:18.711 SwizzlingTest[11602:1250360] repeat
```