

三、Runtime 的应用

- 1、获取对象的成员变量、方法、协议
- 2、动态添加对象的成员变量、方法
- 3、动态交换两个方法的实现(method Swizzling)
- 4、动态实现NSCoding的自动归档、解档
- 5、动态为Category添加属性

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1、获取对象的成员变量、属性、方法、协议

成员变量

```
unsigned int ivarsCount ;
Ivar *ivars = class_copyIvarList([Person class], &ivarsCount);
for (int i = 0; i < ivarsCount; i++) {
    const char* ivar = ivar_getName(ivars[i]);
    NSString *name = [NSString stringWithUTF8String:ivar];
    NSLog(@"%@", name);
}
```

属性

```
unsigned int ivarsCount ;
objc_property_t *propertys = class_copyPropertyList([Person class], &ivarsCount);
for (int i = 0; i < ivarsCount; i++) {
    const char * propertyName = property_getName(propertys[i]);
    NSString *name = [NSString stringWithUTF8String:propertyName];
    NSLog(@"%@", name);
}
```