


```
52 - (void)applicationDidBecomeActive:(UIApplication *)application {  
53     // We assume that the app is loaded then the main thread become free  
54     // after this callback is finished.  
55     dispatch_async(dispatch_get_main_queue(), ^{  
56         [[StartupTimeMonitor sharedMonitor] appDidFinishLoading];  
57     });  
58 }
```

```
13 int main(int argc, char * argv[]) {  
14     // Save the initial time for startup  
15     [[StartupTimeMonitor sharedMonitor] appWillStartLoading];  
16  
17     @autoreleasepool {  
18         return UIApplicationMain(argc, argv, nil, NSStringFromClass([AppDelegate class]));  
19     }  
20 }
```





















被























































启动时间 loading time

```
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15     [[StartupTimeMonitor sharedMonitor] appWillStartLoading];  
16  
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```
52 - (void)applicationDidBecomeActive:(UIApplication *)application {  
53     // We assume that the app is loaded then the main thread become free  
54     // after this callback is finished.  
55     dispatch_async(dispatch_get_main_queue(), ^{  
56         [[StartupTimeMonitor sharedMonitor] appDidFinishLoading];  
57     });  
58 }
```

average: $\approx 1800\text{ms}$

这个时间包含了 UI 被渲染并显示出来 (App Did Become Active)

启动时间