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This concise book shows you how to use Apple's Grand Central Dispatch (GCD) to simplify programming on multicore iOS devices and Mac OS X. Managing your application's resources on more than one core isn't easy, but it's vital. Apps that use only one core in a multicore environment will slow to a crawl.

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Concurrent Programming in Mac OS X and iOS

Read "Concurrent Programming in Mac OS X and iOS Unleash Multicore Performance with Grand Central Dispatch" by Vandad Nahavandipoor available from Rakuten Kobo. Now that multicore processors are coming to mobile devices, wouldn't it be great to take advantage of all those cores wi...

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Both OS X and iOS adopt a more asynchronous approach to the execution of concurrent tasks than is traditionally found in thread-based systems and applications. Rather than creating threads directly, applications need only define specific tasks and then let the system perform them.

Introduction - Apple Developer

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If you know how to program with Cocoa or Cocoa Touch, this guide will get you started with GCD right away, with many examples to help you write high-performing multithreaded apps.

Concurrent Programming in Mac OS X and iOS on Apple Books

Sep 01, 2020 concurrent programming in mac os x and ios unleash multicore performance with grand central dispatch Posted By Michael CrichtonLtd TEXT ID b10007ad8 Online PDF Ebook Epub Library Editions Of Concurrent Programming In Mac Os X And Ios

Now that multicore processors are coming to mobile devices, wouldn't it be great to take advantage of all those cores without having to manage threads? This concise book shows you how to use Apple's Grand Central Dispatch (GCD) to simplify programming on multicore iOS devices and Mac OS X. Managing your application ' s resources on more than one core isn't easy, but it's vital. Apps that use only one core in a multicore environment will slow to a crawl. If you know how to program with Cocoa or Cocoa Touch, this guide will get you started with GCD right away, with many examples to help you write high-performing multithreaded apps. Package your code as block objects and invoke them with GCD Understand dispatch queues—the pools of threads managed by GCD Use different methods for executing UI and non-UI tasks Create a group of tasks that GCD can run all at once Instruct GCD to execute tasks only once or after a delay Discover how to construct your own dispatch queues

Now that multicore processors are coming to mobile devices, wouldn't it be great to take advantage of all those cores without having to manage threads? This concise book shows you how to use Apple's Grand Central Dispatch (GCD) to simplify programming on multicore iOS devices and Mac OS X. Managing your application{u2019}s resources on more than one core isn't easy, but it's vital. Apps that use only one core in a multicore environment will slow to a crawl. If you know how to program with Cocoa or Cocoa Touch, this guide will get you started with GCD right away, with many examples to help you write high-performing multithreaded apps. Package your code as block objects and invoke them with GCD Understand dispatch queues{u2014}the pools of threads managed by GCD Use different methods for executing UI and non-UI tasks Create a group of tasks that GCD can run all at once Instruct GCD to execute tasks only once or after a delay Discover how to construct your own dispatch queues.

JR is an extension of the Java programming language with additional concurrency mechanisms based on those in the SR (Synchronizing Resources) programming language. The JR implementation executes on UNIX-based systems (Linux, Mac OS X, and Solaris) and Windows-based systems. It is available free from the JR webpage. This book describes the JR programming language and illustrates how it can be used to write concurrent programs for a variety of applications. This text presents numerous small and large example programs. The source code for all programming examples and the given parts of all programming exercises are available on the JR webpage. Dr. Ronald A. Olsson and Dr. Aaron W. Keen, the authors of this text, are the designers and implementors of JR.

Take your macOS Sierra to the next level using the latest tools, designs, and best coding practices while developing with Swift 3.0 About This Book Learn to harness the power of macOS with the elegance of the Swift programming language Become highly competent in building apps on the macOS platform Get the most in-depth guide with a hands-on approach on the latest version of macOS Who This Book Is For This book is for developers who have some experience with macOS and want to take their skills to next level by unlocking the full potential of latest version of macOS with Swift 3 to build impressive applications. Basic knowledge of Swift will be beneficial but is not required. What You Will Learn Combine beautiful design with robust code for the very best user experience Bring the best coding practices to the new macOS Sierra See what's new in Swift 3.0 and how best to leverage the Swift language Master Apple's tools, including Xcode, Interface Builder, and Instruments Use Unix and other common command-line tools to increase productivity Explore the essential Cocoa frameworks, including networking, animation, audio, and video In Detail macOS continues to lead the way in desktop operating systems, with its tight integration across the Apple ecosystem of platforms and devices. With this book, you will get an in-depth knowledge of working on macOS, enabling you to unleash the full potential of the latest version using Swift 3 to build applications. This book will help you broaden your horizons by taking your programming skills to next level. The initial chapters will show you all about the environment that surrounds a developer at the start of a project. It introduces you to the new features that Swift 3 and Xcode 8 offers and also covers the common design patterns that you need to know for planning anything more than trivial projects. You will then learn the advanced Swift programming concepts, including memory management, generics, protocol orientated and functional programming and with this knowledge you will be able to tackle the next several chapters that deal with Apple's own Cocoa frameworks. It also covers AppKit, Foundation, and Core Data in detail which is a part of the Cocoa umbrella framework. The rest of the book will cover the challenges posed by asynchronous programming, error handling, debugging, and many other areas that are an indispensable part of producing software in a professional environment. By the end of this book, you will be well acquainted with Swift, Cocoa, and AppKit, as well as a plethora of other essential tools, and you will be ready to tackle much more complex and advanced software projects. Style and approach This comprehensive guide takes a hands-on practical approach incorporating a visually-rich format rather than a text heavy format. The focus is on teaching the core concepts through a series of small projects and standalone examples so you gain expertise with various aspects of macOS application development.

Learn the art of building intricate, modern, scalable, and concurrent applications using Scala About This Book Make the most of Scala by understanding its philosophy and harnessing the power of multicores Get acquainted with cutting-edge technologies in the field of concurrency, through practical, real-world applications Get this step-by-step guide packed with pragmatic examples Who This Book Is For If you are a Scala programmer with no prior knowledge about concurrent programming, or seeking to broaden your existing knowledge about concurrency, this book is for you. Basic knowledge of the Scala programming language will be helpful. Also if you have a solid knowledge in another programming language, such as Java, you should find this book easily accessible. What You Will Learn Get to grips with the fundamentals of concurrent programming on modern multiprocessor systems Build high-performance concurrent systems from simple, low-level concurrency primitives Express asynchrony in concurrent computations with futures and promises Seamlessly accelerate sequential programs by using data-parallel collections Design safe, scalable, and easy-to-comprehend in-memory transactional data models Transparently create distributed applications that scale across multiple machines Integrate different concurrency frameworks together in large applications Develop and implement scalable and easy-to-understand concurrent applications in Scala 2.12 In Detail Scala is a modern, multiparadigm programming language designed to express common programming patterns in a concise, elegant, and type-safe way. Scala smoothly integrates the features of object-oriented and functional languages. In this second edition, you will find updated coverage of the Scala 2.12 platform. The Scala 2.12 series targets Java 8 and requires it for execution. The book starts by introducing you to the foundations of concurrent programming on the JVM, outlining the basics of the Java Memory Model, and then shows some of the classic building blocks of concurrency, such as the atomic variables, thread pools, and concurrent data structures, along with the caveats of traditional concurrency. The book then walks you through different high-level concurrency abstractions, each tailored toward a specific class of programming tasks, while touching on the latest advancements of async programming capabilities of Scala. It also covers some useful patterns and idioms to use with the techniques described. Finally, the book presents an overview of when to use which concurrency library and demonstrates how they all work together, and then presents new exciting approaches to building concurrent and distributed systems. Style and approach The book provides a step-by-step introduction to concurrent programming. It focuses on easy-to-understand examples that are pragmatic and applicable to real-world applications. Different topics are approached in a bottom-up fashion, gradually going from the simplest foundations to the most advanced features.

While there are several books on programming for Mac OS X, Advanced Mac OS X Programming: The Big Nerd Ranch Guide is the only one that contains explanations of how to leverage the powerful underlying technologies. This book gets down to the real nitty-gritty. The third edition is updated for Mac OS X 10.5 and 10.6 and covers new technologies like DTtrace, Instruments, Grand Central Dispatch, blocks, and NSOperation.

Structured Parallel Programming offers the simplest way for developers to learn patterns for high-performance parallel programming. Written by parallel computing experts and industry insiders Michael McCool, Arch Robison, and James Reinders, this book explains how to design and implement maintainable and efficient parallel algorithms using a composable, structured, scalable, and machine-independent approach to parallel computing. It presents both theory and practice, and provides detailed concrete examples using multiple programming models. The examples in this book are presented using two of the most popular and cutting edge programming models for parallel programming: Threading Building Blocks, and Cilk Plus. These architecture-independent models enable easy integration into existing applications, preserve investments in existing code, and speed the development of parallel applications. Examples from realistic contexts illustrate patterns and themes in parallel algorithm design that are widely applicable regardless of implementation technology. Software developers, computer programmers, and software architects will find this book extremely helpful. The patterns-based approach offers structure and insight that developers can apply to a variety of parallel programming models Develops a composable, structured, scalable, and machine-independent approach to parallel computing Includes detailed examples in both Cilk Plus and the latest Threading Building Blocks, which support a wide variety of computers

Ready to build mobile apps that out-perform the rest? If you ' re an iOS developer with app-building experience, this practical guide provides tips and best practices to help you solve many common performance issues. You ' ll learn how to design and optimize iOS apps that deliver a smooth experience even when the network is poor and memory is low. Today ' s picky users want fast and responsive apps that don ' t hog resources. In this book, author Gaurav Vaish demonstrates methods for writing optimal code from an engineering perspective, using reusable Objective-C code that you can use right away. Up your game and create high-performance native iOS apps that truly stand out from the crowd. Measure key performance indicators—attributes that constitute and affect app performance Write efficient apps by minimizing memory and power consumption, and explore options for using available CPU cores Optimize your app ' s lifecycle and UI, as well as its networking, data sharing, and security features Learn about application testing, debugging and analysis tools, and monitoring your app in the wild Collect data from real users to analyze app usage, identify bottlenecks, and provide fixes Use iOS 9 upgrades to improve your app ' s performance

More than ever, learning to program concurrency is critical to creating faster, responsive applications. Speedy and affordable multicore hardware is driving the demand for high-performing applications, and you can leverage the Java platform to bring these applications to life. Concurrency on the Java platform has evolved, from the synchronization model of JDK to software transactional memory (STM) and actor-based concurrency. This book is the first to show you all these concurrency styles so you can compare and choose what works best for your applications. You'll learn the benefits of each of these models, when and how to use them, and what their limitations are. Through hands-on exercises, you'll learn how to avoid shared mutable state and how to write good, elegant, explicit synchronization-free programs so you can create easy and safe concurrent applications. The techniques you learn in this book will take you from dreading concurrency to mastering and enjoying it. Best of all, you can work with Java or a JVM language of your choice - Clojure, JRuby, Groovy, or Scala - to reap the growing power of multicore hardware. If you are a Java programmer, you'd need JDK 1.5 or later and the Akka 1.0 library. In addition, if you program in Scala, Clojure, Groovy or JRuby you'd need the latest version of your preferred language. Groovy programmers will also need GPar.

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