Application Life Cycle

(Part 1)

main.m & main function

- Application Entry Point
- Generally wraps everything in an autorelease pool
- In simple command line applications, executes logic and returns
- In an iOS application calls UIApplicationMain() function and never returns
UIApplicationMain()

- Creates UIApplication singleton and its delegate
- Creates the applications event cycle
- Generally loads initial user interface
- Never returns (even though it has a return type)

UIApplication

- Singleton instance per application
- Event dispatch
- Application level properties
- Manage background tasks
Run Loops

- Provided by Core Foundation framework
- Event loop infrastructure for threads
- Keeps the thread busy when work is available, sleeping otherwise
- Supports custom event sources / run modes

Documentation

- “UIKit Function Reference”
- “UIApplication Reference”
- “Run Loops”