Programming Project I, First Report

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1   Abstract

Smartphone users launch many apps everyday, however one of the most fundamental things a smartphone does is abstracted away: memory management.

Although smartphones have advance significantly (RAM, architecture, processor's) compared to their first predecessor's, deactivation [1] is a solution that is often less-than-perfect. Although Java's Garbage Collection and Swift's Automatic Reference Counting (ARC) have sufficed, there are other methods.

In this project I propose to solve this problem three techniques:

- Brute Force

- Dynamic Programming

- Greedy Solution

2   Introduction and Motivation

3   Proposed Solution

4   Plan of Experiments

5   Team Roles

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[1] The process of "the operating system needing to choose and remove some apps from the memory", a subproblem of memory management.