Practical task 2

Object Pool Test

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Data set 1 before object pool implemented

|  |  |
| --- | --- |
| Seconds | FPS |
| 1 | 1122.6 |
| 10 | 1031.2 |
| 20 | 1063.9 |

Data set 2 before object pool implemented

|  |  |
| --- | --- |
| Seconds | FPS |
| 1 | 986 |
| 10 | 9132.3 |
| 20 | 1112.2 |

Data set 3 before object pool implemented

|  |  |
| --- | --- |
| Seconds | FPS |
| 1 | 1070 |
| 10 | 1068.4 |
| 20 | 1057.7 |

Data set 1 After object pool implemented

|  |  |
| --- | --- |
| Seconds | FPS |
| 1 | 1238.2 |
| 10 | 1188.5 |
| 20 | 1192.4 |

Data set 2 After object pool implemented

|  |  |
| --- | --- |
| Seconds | FPS |
| 1 | 1268.7 |
| 10 | 1177.7 |
| 20 | 1167.3 |

Data set 3 After object pool implemented

|  |  |
| --- | --- |
| Seconds | FPS |
| 1 | 1184.7 |
| 10 | 1145.7 |
| 20 | 1167.3 |

From this I can see that on desktops running garbage collection this would not be a problem. However, if more complex shapes were made then it may have a significant difference. For example, if each ball had a square attached and a complex texture map. Example of a more complex shape.

But for mobile devices it would be important as they typically have nowhere near the performance of a desk top or laptop computer.