Notes::

"The Mine Test game, an open-source project, is accessible on the Play Store at

<https://play.google.com/store/apps/details?id=net.minetest.minetest&hl=en_US&gl=US>

and on GitHub at <https://github.com/minetest/minetest/>.

I've made both branches i.e. the original version (master) and an optimized version (CPU optimized) available on my GitHub repository, which can be found at

<https://github.com/MadhavSapkota/MinetestAssign/>."

Additional Information:: You cannot check Cpu usage just like running chunks of code in optimized\_code folder at Android Studio Profiler or LuaJitProfiler.

You have to successfully run the source code in android studio then use the Android Studio Profiler .

Also U have to download LuaJitProfiler from this link (<https://content.minetest.net/packages/jwmhjwmh/jitprofiler/>)

And Put it inside mods. And put secure.trusted\_mods = jitprofiler

secure.enable\_security = false inside minetest.conf file.

For the Optimized Version, it is done like this way, no need to do anything for setup, you can just run and measure.