Zachary Nicholas  
CS 230: Operating Platforms  
Southern New Hampshire University  
February 6th, 2023

**What considerations and specific approaches would it take to ensure that memory is effectively managed in the software application, Draw It or Lose It?**

**Well, in order to define that we would have to first have to initialize our project, when we do this, it will create a folder for us in our case we would have a folder in either our eclipse workspace or some other place that we chose, in that process, we have created a system location where we will pull any need resources from our local disk into our ram in order for effective use of these files by our CPU. Given this, we know that in order to prepare for a given allocation in our working space (RAM) which we use our system to call for a page file or to call for the specific resource that we have defined in our coding software, the reason we do this is earlier on when computers were a lot bigger and slower we would need to move relevant resources into the system memory in order for our CPU to have easy access to it and allow it to be very fast and efficient.**

**What considerations and specific approaches would you take to determine how much storage is needed and how to manage storage for your client’s application, Draw It or Lose It?**

**When it comes to allocating proper space in not only our local disk but also our system RAM, these are variables that we have access to in the coding of our projects where we can specify the exact storage requirements in our local disk, we control this very easily we know when we add a project it will carve out a portion of our local disk where all of its contents will be stored in order for us to edit the contents and add classes, subclasses, and other dependencies. When it comes to our running memory cost or the cost that it might have on our system RAM it is easier to define in our coding software as we can specifically code in how much ram we allow it to have in this case we have inbuilt resources one of those being -Xmx which will specify the maximum amount of ram we allow it to use, another one is -Xms which tells the program exactly how much ram we allow it to have when we first start the program.**

**What are the differences in how memory and storage are used in terms of the game application functionality?**

Well first of they are two very different things when it relates to our program, storage size when based on the local disk is never really an issue and will require more resources from our system as compared to our system RAM. We can think of storage as a bowl of cereal where we have a large surface area that we can say is our system’s local disk and we can think of the spoon as the CPU pulling the resources that our program will need for it to operate and the individual bits of cereal as the required resources for our program to function.