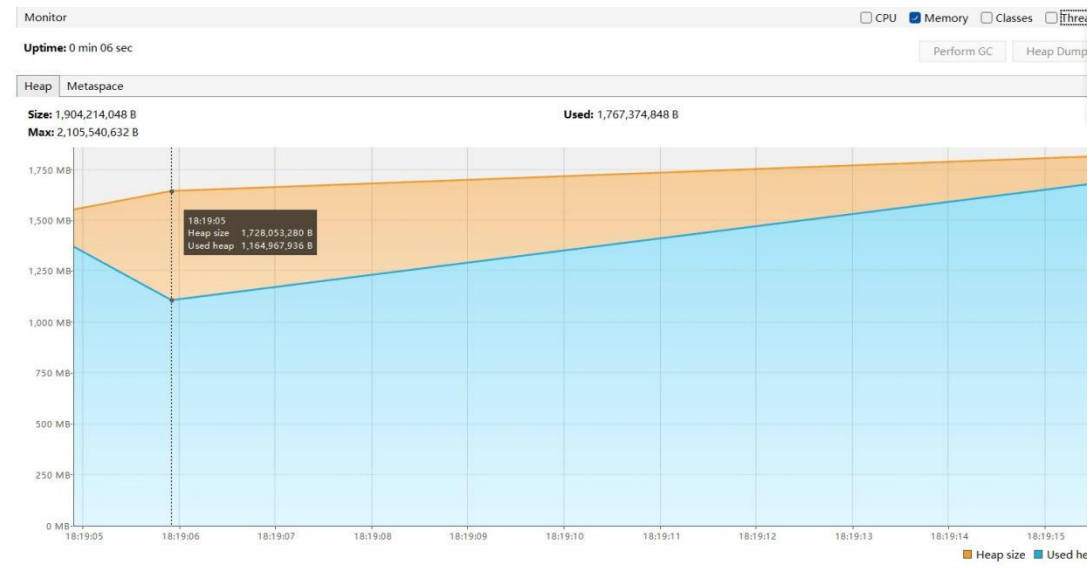
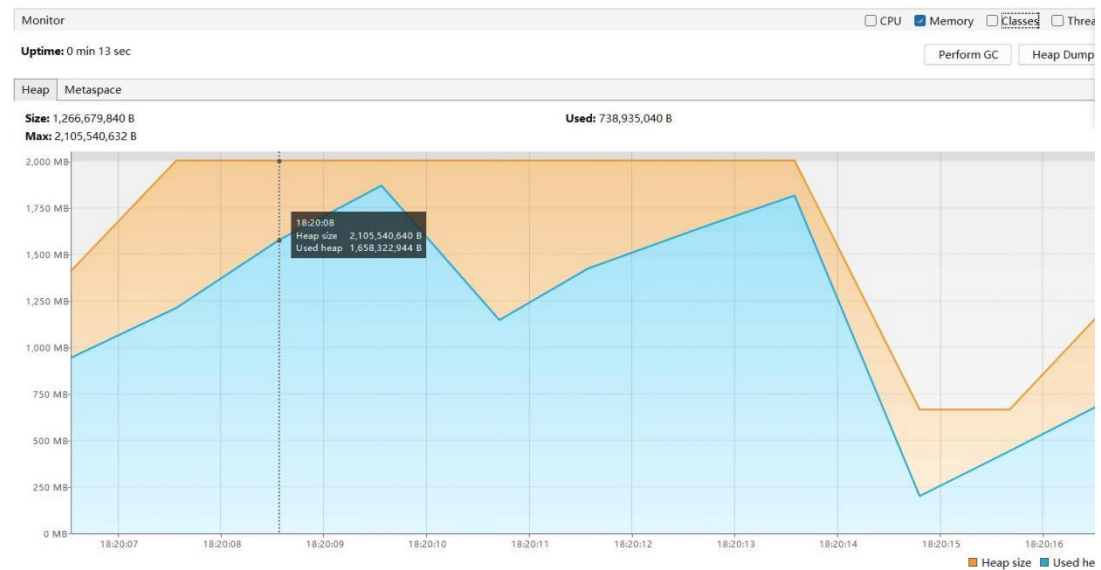


Compare ArrayList with LinkedList:

ArrayList:



LinkedList:

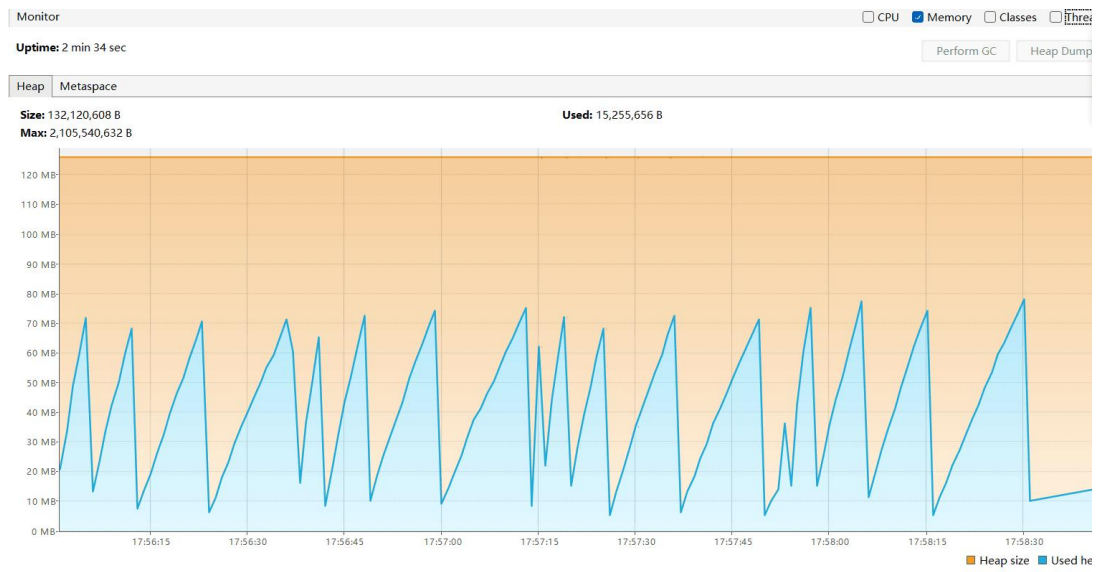


Analysis result:

The LinkedList takes more time than ArrayList, and it occupied less memory.

Compare ConsoleAppender with FileAppender:

ConsoleAppender:



FileAppender:

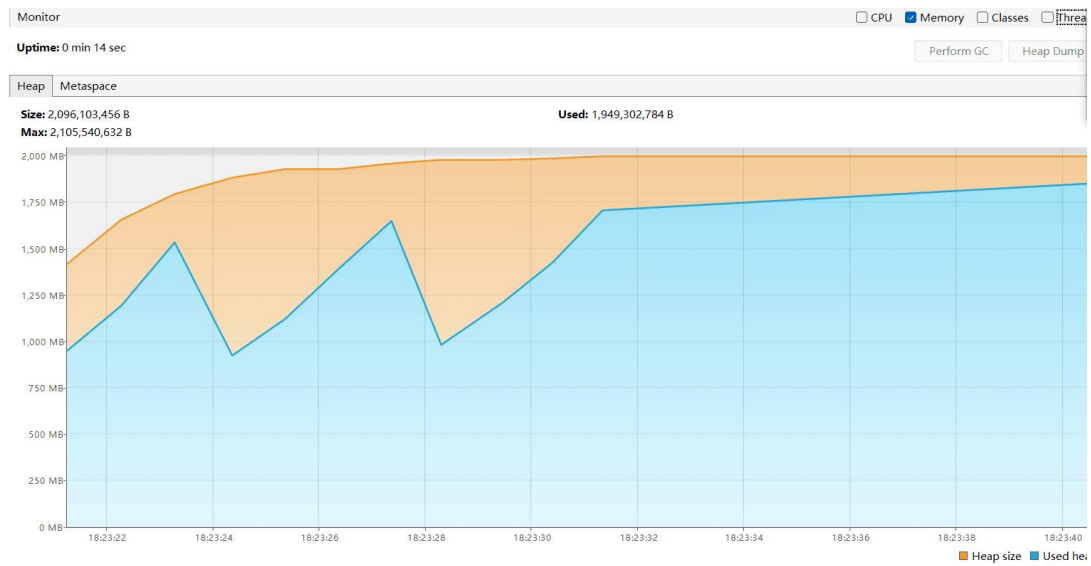


Analysis result:

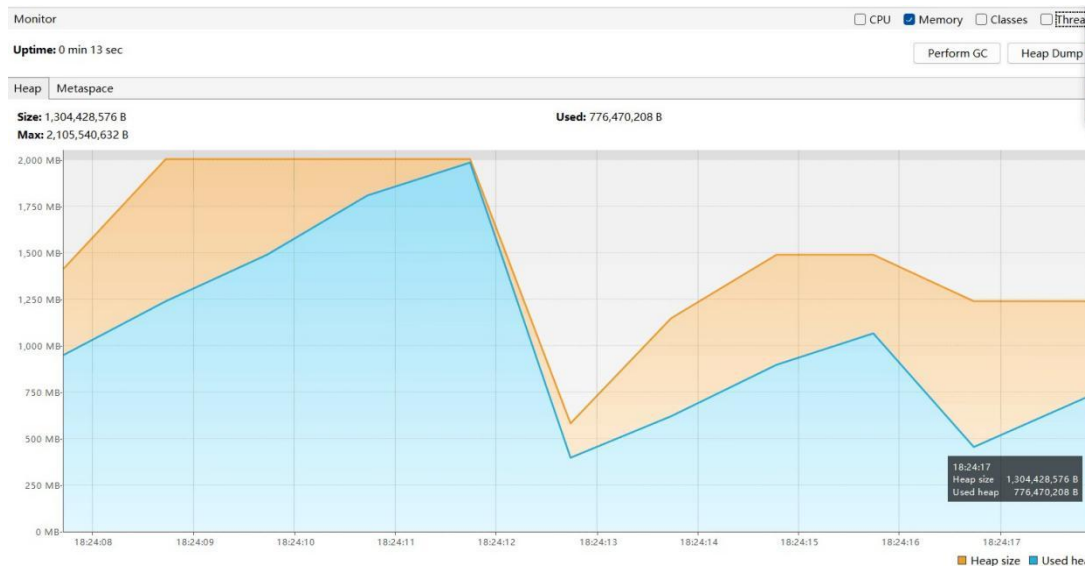
ConsoleAppender takes more time than FileAppender and occupied less memory.

Compare PatternLayout with VelocityLayout:

PatternLayout:



VelocityLayout:



Analysis result:

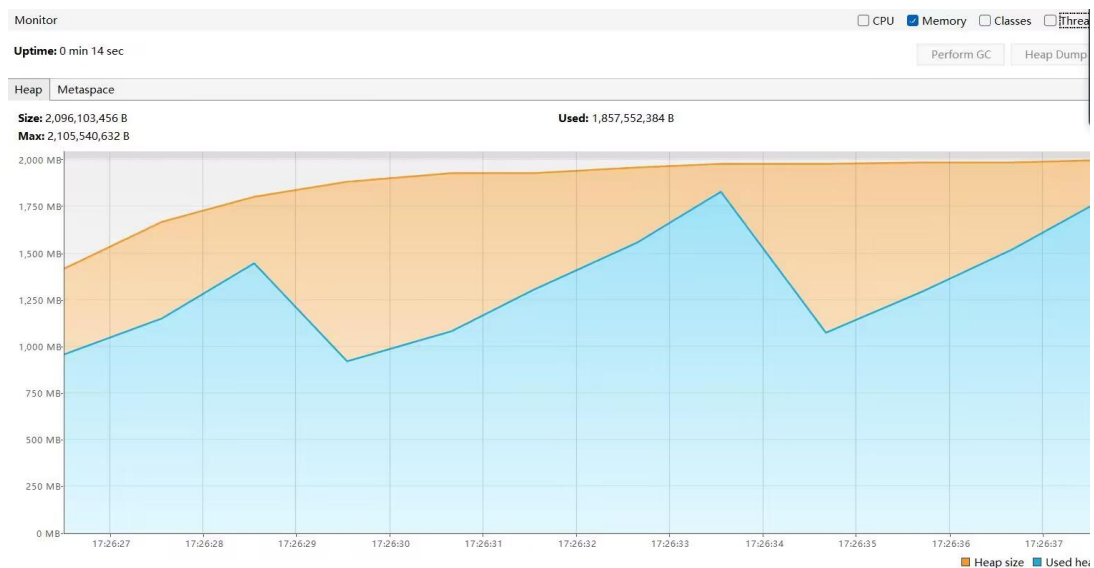
Use the same format to control variables,PatternLayout takes more time than VelocityLayout.
In term of Time,the VelocityLayout occupied less time than PatternLayout.

Analysis Max Size:

Before Max Size:



After Max Size:



Analysis result:

Runtime and useless data are a waste of memory. When it dose not reach the Max Size, it will keep increasing. If it exceeds the set maximum limit, it will crash. After reaching Max Size, it will clean up the unnecessary data and only keep the needed data.