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Just a couple of thing I would think about to determine how much memory is need for the client application are the number of users that can participate in one game and the kind of input data in a single round of the game since we can set it up differently in the future. Now by thinking of this can save us work in the long run or for the next person to come alone. So taking into count how many photos might be stored at one time so say about three hundred photos would be stored within a file system at one time. Also, I would need to plan that the client plans on implementing more picture files to the application at a later date. Now one way to manage the storage for these image files and possibly more later on down the road as well as the various amounts of data coming from the user embraces a virtual memory concept called Stack, a data structure which promotes storage of a collection of objects/files/data and use some cloud base store to stream some of the data load like. Utilizing forms of virtual memory on the cloud or steam more of the data from their and turn some of the storge space into memory. this will ensure that the client has ample amount of memory for the application as well as memory for future updates or changes to the application. With stack file management and a unlimited storge space with the cloud, the developer/user is able to add (push) elements to the top of the stack and remove (pop) items from the stack and cloud. This will promote simple and effective file management of the system.

So a just a thought to ponder for storage management that I touched on earlier was cloud storage options. While cloud storage can be free through some places it not worth it in this case so it would be better wise costs for the client since when it is free a lot of the little thing will fall on you or the client to do. Now paying for the cloud can save some money in the way of hardware cost and the wear and even brake down of that hardware. Also using hardware for storage management can be challenging as sometimes hardware components are faulty or fail altogether and that is time and money out the door and with now a days it is hard to get something shipped fast. With cloud storage options, the client can be reassured that the space and data that fits within will be protected by the cloud’s server. This concept offers peace of mind for the client and at any time that the client wants to implement more data and/or images for this application, however, don’t have the storage space for the changes, the client can quickly and easily purchase more storage space from the cloud that day with little waiting around and even save so money by not having a tech come out to put in the new drive.

One big difference in how memory is used in terms of the game application involves when the client or a developer makes changes or writes to the application and how the changes are temporarily stored into memory for quick access again. On the flip side, after those changes have been made, and someone saves the modifications of the application the change that have been made are now saved changes are stored in the hardware/cloud network or storage.

Citation/SOURCE

<https://www.intel.com/content/www/us/en/architecture-and-technology/optane-dc-persistent-memory.html?cid=sem&source=sa360&campid=2021_q2_dcg_us_dcgnvm_dcgnvm2_traf_text-link_generic_exact_cd_storage_O-2L934_google_b2b_oos_non-pbm&ad_group=generic_Memory-Data-Center_na&intel_term=cloud+memory&sa360id=43700059974372663&gclid=CjwKCAjw2ZaGBhBoEiwA8pfP_h9WU8noSPzlYZR-jQ0x9fvhLx7k9PtkgxklaYsOIq1RQac3Uli22hoC9aYQAvD_BwE&gclsrc=aw.ds>,

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