Findings for TIMOB-27207

Run #	SDK	Type	Configuration	Result
1	8.1.1.GA	Alloy	iPhone 6 device - iOS 11.4	151 Persistent Objects. 0 Transient. No garbage collection - memory leak occurs.
2	8.2.1 (PR-11274)	Alloy	iPhone 6 device - iOS 11.4	151 Persistent Objects. 0 Transient. No garbage collection - memory leak occurs.
3	8.1.1.GA	Classic	iPhone 6 device - iOS 11.4	20 Persistent Objects. 0 Transient. No garbage collection - memory leak occurs.
4	8.2.1 (PR-11274)	Classic	iPhone 6 device - iOS 11.4	20 Persistent Objects. Garbage collection occurs after approx. 30 seconds. Remaining 4 Persistent Objects and 16 Transient Objects. Memory leak appears to be fixed, however, adding more data (clicking Reload button) proceeding initial garbage collection does not seem to result in further garbage collections, i.e. Objects remain persistent and therefore memory leak occurs. Garbage collection only occurs once.
5	8.1.1.GA	Alloy	iPhone X Sim - iOS 12.2	Same as Run #1
6	8.2.1 (PR-11274)	Alloy	iPhone X Sim - iOS 12.2	Same as Run #2
7	8.1.1.GA	Classic	iPhone X Sim - iOS 12.2	Same as Run #3
8	8.2.1 (PR-11274)	Classic	iPhone X Sim - iOS 12.2	Same as Run #4
9	8.1.1.GA	Alloy	iPhone 11 Pro Sim - iOS 13.1	Same as Run #1
10	8.2.1 (PR-11274)	Alloy	iPhone 11 Pro Sim - iOS 13.1	Garbage collection occurs only once after "Hello World" clicked 3 times. 151 Persistent objects

				with 50 Transient objects. Again, the issue of garbage collection only occurring once is present.
11	8.1.1.GA	Classic	iPhone 11 Pro Sim - iOS 13.1	Same as Run #3
12	8.2.1 (PR-11274)	Classic	iPhone 11 Pro Sim - iOS 13.1	Same as Run #4