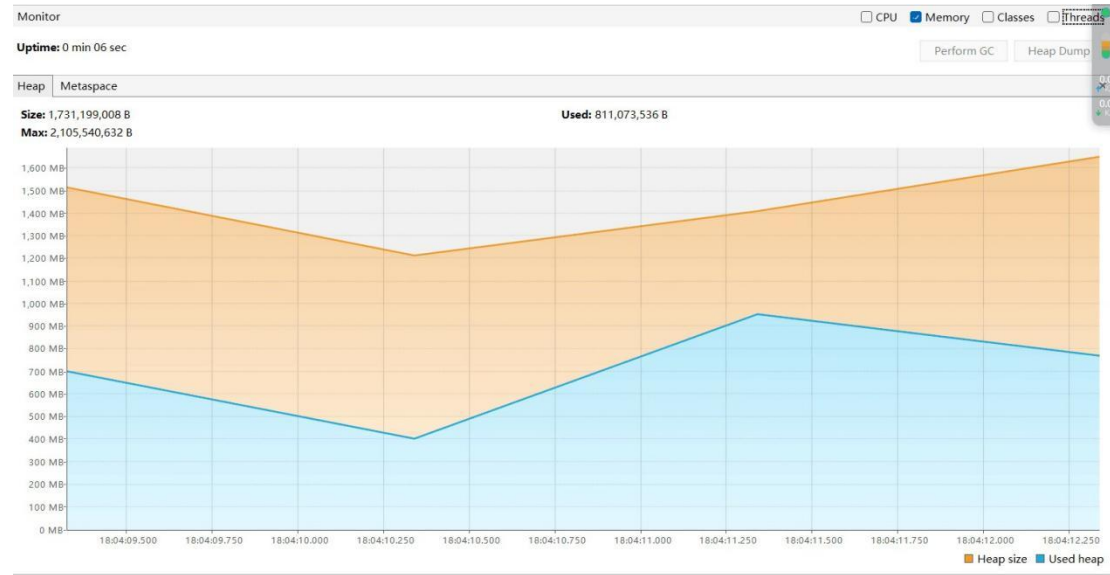


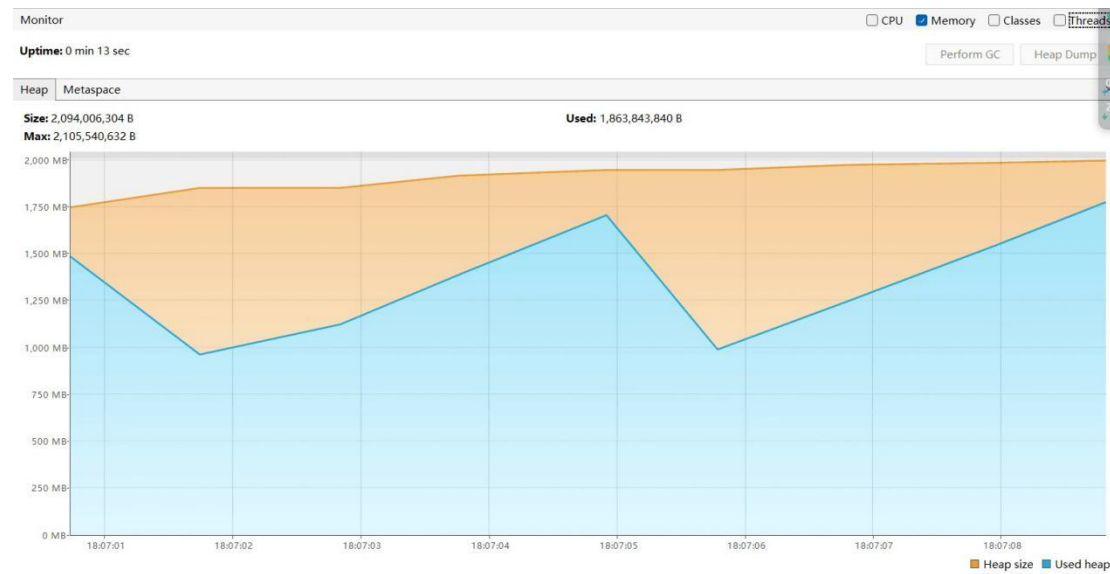
## Assign251\_2

Compare LinkedList with ArrayList:

LinkedList:



ArrayList:

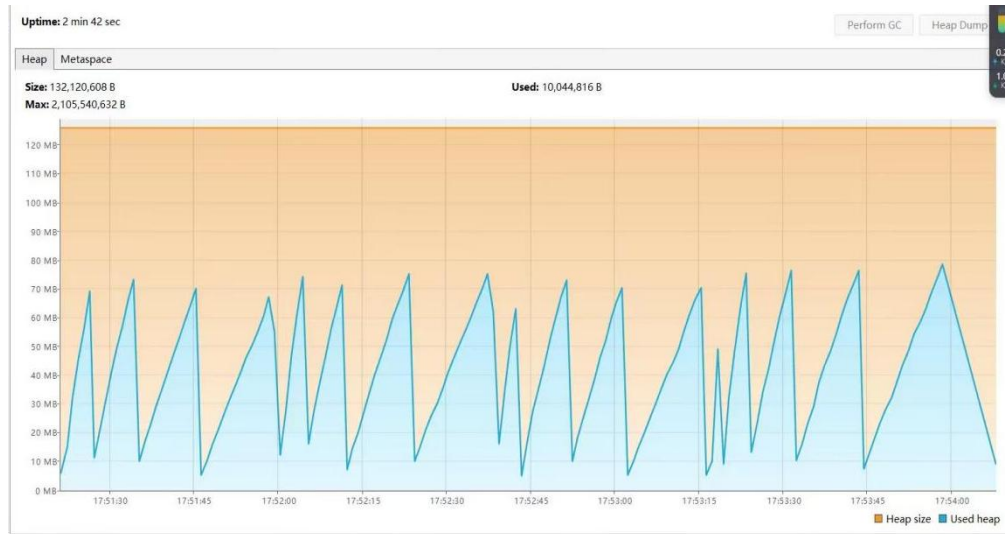


Result:

The takes ArrayList less time than Linklist, but it occupied more memory.

Compare ConsoleAppender with FileAppender:

ConsoleAppender:



FileAppender:



Result:

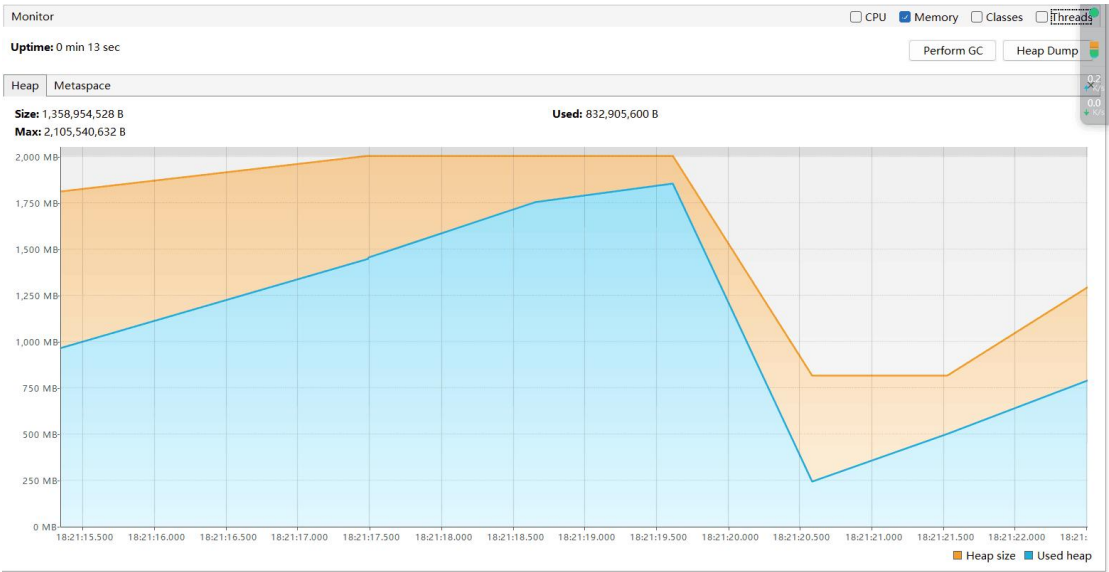
FileAppender takes more time than ConsoleAppender and occupied more memory.

ConsoleAppender's log content could be output in the console.

FileAppender's log content could be output in the files.

Compare PatternLayout with VelocityLayout:

PatternLayout:



VelocityLayout:

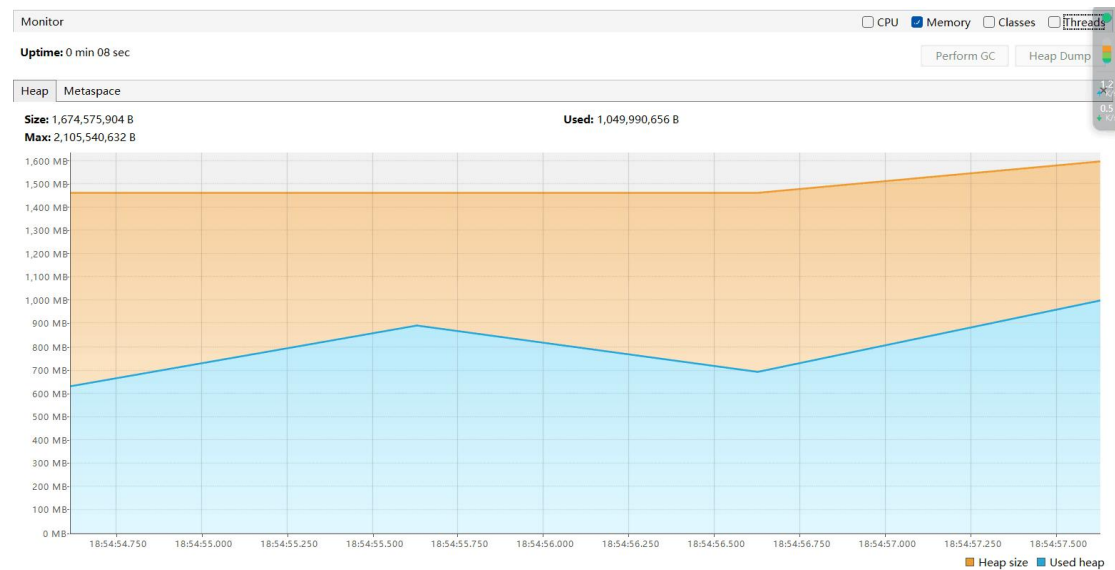


Result:

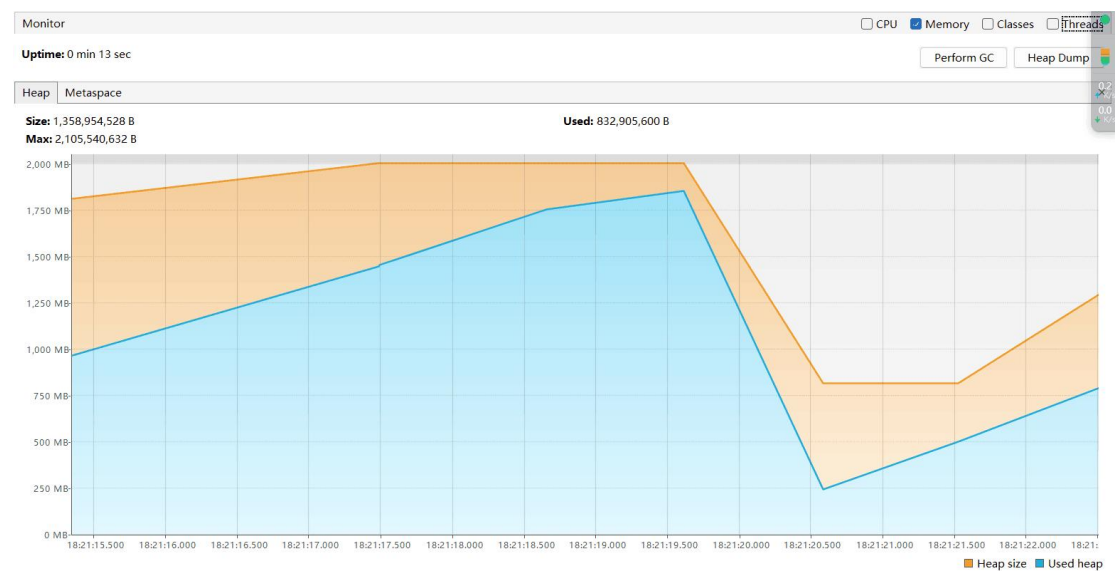
VelocityLayout occupied less time than PatternLayout.

Analysis Max Size:

Before max size:



After max size:



Result:

The long running time and useless data wasting too much memory makes the virtual machine start to collect garbage, so it will drop. It will keep increasing until it reach the MaxSize and once it reach the MaxSize, it will crash and clean up the unnecessary data and only keep the needed data.