Drake Bridgewater & Ryan Phillips
May 15, 2014
CS 472 LAB 4

Summary of What Every Programmer Should Know About Memory

As the documented suggested I skipped to section 6 as other assignments need our effort too. The content is actually really interesting and I we will have to read it all at a later time, but it is intended to advise software developers "on how to write code which performs well in the various situations" [1, p. 2]

Memory Optimization

References

[1] Ulrich Drepper. What every programmer should know about memory. November 2007.