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12/12/2023

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6-1 Assignment: Memory and Storage Management

Draw It or Lose It is a gaming application that requires efficient memory and storage management to ensure a good user experience. With 200 high-definition image files, each approximately 8 megabytes in size, the challenges in handling memory and storage become crucial.

to ensure that memory is effectively managed in the software application. I would consider implementing a caching mechanism to store frequently used images in memory, reducing the need for repetitive file loading and enhancing performance, and utilizing image compression algorithms to reduce the size of images during runtime, minimizing memory usage without compromising visual quality, and to prevent unnecessary memory consumption and ensuring a smoother gameplay experience I would load the images only when needed.

For storage management, there are two options for the client to consider cloud and local drive.

Cloud Storage offer offers a wide range of solutions that can benefit the game Draw It or Lose It in various ways, While there are monthly costs to look into, the storage can easily be expanded. Performances on the cloud would be faster, and the data is highly secure, also providing scalability and accessibility across different devices.

Memory and storage management serve distinct purposes in the functionality of the game application:

Memory is primarily concerned with the resources required for the rapid rendering and display of images during runtime. It focuses on optimizing the in-memory representation of data to enhance performance and responsiveness, while storage, on the other hand, deals with the long-term persistence of data. It organizes, archives, and manages the entire library of image files efficiently, ensuring accessibility and retrieval over time.

In conclusion, while memory management aims to enhance real-time performance during gameplay, storage management ensures the longevity and organized accessibility of image files for Draw It or Lose It. Both aspects are crucial for creating a gaming application that meets the client's requirements for speed and efficiency.

**References:**

The Difference Between Memory and Storage in Computers. (n.d.). Kingston Technology Company. Retrieved February 14, 2021, from

https://www.kingston.com/en/blog/pc-performance/difference-between-memory-storage