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CS 230

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June 26th, 2022

6-1 Assignment: Memory and Storage Management

Technically speaking, memory for a game is the exact location on the computer’s disk where the computer stores whatever code is currently being used to create the game. Another type of memory is called the cache, which acts a lot quicker and contains data the computer believes will be needed in the future. It’s important to make the distinction between RAM and storage for our purposes. RAM (Random Access Memory) is the memory which stores and processes data, whereas storage exists on the hard drive of the operating system in question.

For the purpose of this application, 200 high-definition images will need to be stored on the computer’s hard drive, each one of which is 8 megabytes large. This alone may be the most storage-intensive part of developing this application. Depending on the projected scope of the user base for this game, it may be necessary to allot a certain amount of storage to capture and save user data. One must also consider how large the game could become if more users and pictures are added in later.

This program would make use of a number of different memory types, including RAM, storage, and cached data. All will be used, though this is not going to be too RAM-intensive an application. Rather, the 200 images and user data will need to be stored on the computer’s hard drive, or storage. Cloud storage may also be a viable option instead of traditional hardware storage.