* **What considerations and specific approaches would it take to ensure that memory is effectively managed in the software application, Draw It or Lose It?**

To ensure that Draw It or Lose It manages the image storage appropriately using Dynamic Memory Allocation and a compression algorithm such as LZ77 or 78 will be the most beneficial based on my analysis. The compression algorithm will be beneficial to reduce the size of the images, thus, reducing the load on the Random-Access Memory or RAM for short. The benefits do no stop there since compress images take less overall space once they are saved, they will not take as much as space as the image raw counterpart. Using Dynamic Memory allocation, we can ensure to use our memory as efficiently as possible.

* **What considerations and specific approaches would you take to determine how much storage is needed and how to manage storage for your client’s application, Draw It or Lose It?**

The most recommended approach would be to used cloud storage. The are many benefits by using cloud storage such as accessibility, scalability, security, cost-efficiency, synchronization, and the ability to recover from different kind of disasters to mention a few. There are many companies that provides this service. To name a few Google Drive, Mega, OneDrive and Dropbox, prices range from a few dollars for a few gigabytes or GB for short, to thousands of dollars for Terabytes or Petabytes.

**Comparison**: Now that you have identified the considerations and approaches, differentiate between memory and storage management. Address the following in your short paper:

* **What are the differences in how memory and storage are used in terms of the game application functionality?**

**The main difference between memory and storage is that memory is where the short-term data lives, a simple example of this would be keeping the images that are needed in the moment, or in other words immediate access. Something to note is that data in the memory will be wiped after the device is turned off. On the other hand, we have storage, where we have the long-term data. Meaning the data stored in the storage is non-volatile, thus even if you turn off your device the data will remain.**