OBJECT POOLING IMPROVES PERFORMANCE AND MEMORY USE BY REUSING OBJECTS FROM A FIXED POOL INSTEAD OF ALLOCATING AND FREEING THEM INDIVIDUALLY.
A lot of bullets
A lot of effects
A lot of enemies
A lot of cats
When you spawn something:

GAME

new Enemy();

wait

Enemy created

new Enemy();

wait

OPERATING SYSTEM

Need to ask RAM

Allocating RAM

RAM

Here is the RAM

Need to ask RAM
1) Instantiate a lot of objects before the start.
2) Save your objects in an array (pool).
3) Hide the objects you are not using.
4) If you need a new object, ask the pool for it.
5) If the object is done, return it to the pool.
6) If the pool is empty, create more (quietly)
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HOW TO IMPLEMENT?
Alive list

Dead list
THERE IS A BETTER WAY
C dies

A B C D E F

swap
A B D C E F

swap
New object was asked

increase index
HOMEWORK: 03.05 – 17.05

Read Object Pool chapter from Game Programming Patterns
http://www.gameprogrammingpatterns.com/object-pool.html

Read Strategy and Type Object chapters from CGLearn
https://cglearn.eu/student/materials

Do the Object Pool task from CGLearn
https://cglearn.eu/student/tasks