This paper explores power consumption for destructive-read embedded DRAM. Destructive-read DRAM is based on conventional DRAM design, but with sense amplifiers optimized for lower latency. This speed increase is achieved by not conserving the content. As a developing space, there is limited information available on testing for battery. However, given that all application activities consume CPU cycles, developers should strive to optimize power usage over file I/O and network operations to reduce an application’s power consumption on iOS devices.