**Design Rationale**

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There are several design patterns and refactoring methodologies that we adhered to while extending our software. The main design pattern being Model–view–controller (usually known as **MVC**). The main reason behind choosing that design pattern was the fact that MVC supports rapid and parallel development in a sense that since MVC basically divides the system into three interconnected elements, one programmer can focus on the view while the other can work on the controller to create the business logic. Since the assignment was a pair programming assignment, this model aided the process and helped us become more effective. In addition, modification in the MVC model does not affect the entire model. Adding a new type of view, for example, is very easy in the MVC pattern since the Model does not depend on the views party. Hence, changes in the Model will not have any impact on the entire architecture.