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| Design | Advantage | Disadvantage |
| 1 | * Uses a variable to store the type of coordinate | * When computing a large sample of test cases, Design 1 will use more memory |
| 2 | * Will use less memory | * Is slower because it has to compute twice |
| 3 | * Will use less memory | * Is slower because it has to compute twice |
| 4 | * Will compute quickly because it stores four variables | * Will use more memory because it has to store four variables |
| 5 | * Computes quickly and uses little memory | * Use too many instances |