**Design Patterns**

The two design patterns that can be considered when talking about project 3 are behavioral design patterns – state, specifically, and the other is a prototype under creational design patterns. I picked state under the behavioral design patterns because it allows an object to alter its behavior when its internal state changes – an example of this could be the slider option for selecting whether the social media tracking feature should be on or off for each social media application/website. The functionality of the social media tracker is controlled by whether the option is selected or not – which could be considered the internal state. For example, the tracker tracks a user’s time/usage when the option is selected (this being the internal state in this scenario). Thereafter, when the user’s time is up, he/she is notified and the cycle comes to a halt.

Whereas for the other option, I chose a prototype under the creational design pattern because it is not only the main goal of this project, but because it also outlines and illustrates what is to be expected at the final stage. This gives the potential user a basic understanding as to what will be included in the extension/how it will work in the end, when the final product is put together. While a prototype might help potential users, it also essentially serves as a guide for our team as well and is beneficial because it provides a step-by-step rundown of everything we will need to implement and add to make project 4 a success. This will help us stay on track and make sure we get everything necessary/planned done in a timely manner as well.