The DriverPass project was to design a scheduling and booking program for a student driver company, with the capability to save profiles and receive updates from the DMV. Within the system the thing I feel I excelled at the best was thinking about how to frame the outline of the customer use portion of the program. If I could revise anything within the documents, I think I would like to revise the use case diagram I put together. I really didn’t understand it that well when I was writing them and how it would work out once I put it all together on paper. I would more than likely design it with layers if possible, or just use the same objects but create a diagram for each actor so it would look much less cluttered. I interpreted the user’s needs in the simplest manner I could think of, they wanted a booking system that stores customer information, gets updated by the DMV, and you can customize your learning experience. I think it's important to consider the user’s needs since they’re the one who will be using the system, so it would seem appropriate that they have their needs considered. I approach designing software as structured as I can with some basic outlines created and let the program grow from there as some things are created that are required.