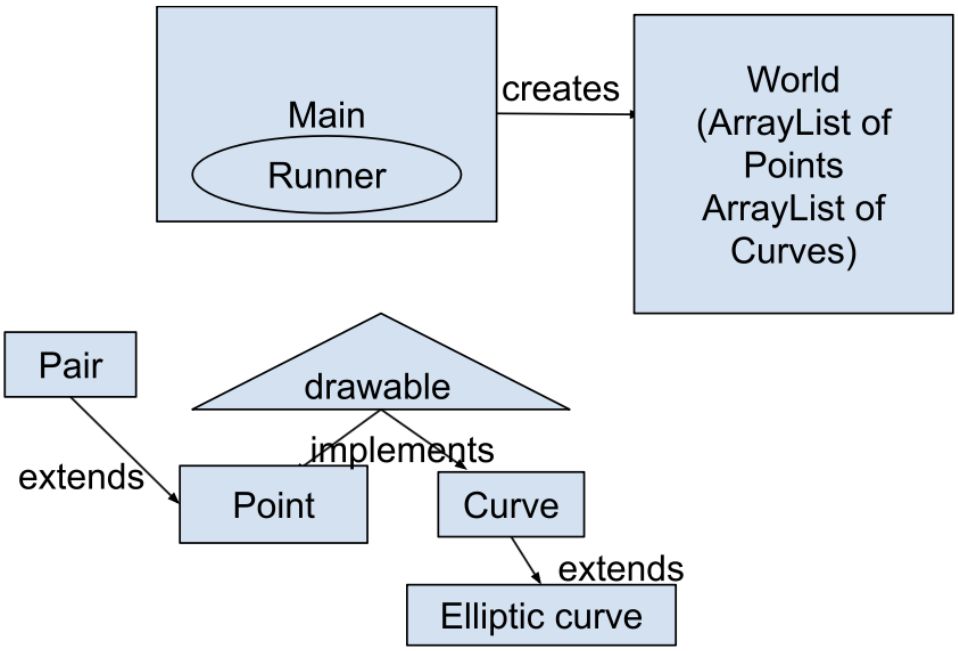
4. describing how your design changed. For each part that changed, explain why and what didn't work about your original plan. For parts that didn't change, explain how the design decision ended up helping you.

   Our Initial Structure:



   Our Current Design:

Main creates world and UI elements. Inputhandler takes input and StringParser parses it, with help from GenericStack. Curve calculates points and draws them, with elliptic curve extending curve and being able to plot points in a prime field.

Initially, we worked on the barebones of a minimum viable product. This included getting points plotted without a line connecting them and no axis or UI. This method of plotting was excellent as it was very modular and fast. Next, we got the axis plotted, and connected the points. Finally, we got the curve to plot points over a prime field.

Changes:

We made many points to various fields in all of the classes just based on what was needed at the time. We also created many helper methods. Some ideas such as text file based input were scrapped due to time constraints. Some methods were also moved between classes to improve organization. InputHandler and GenericStack were added to make organizing the GUI and some data easier. Overall, our original design served us well allowing easy plotting, panning, and zooming which was really the main goal.