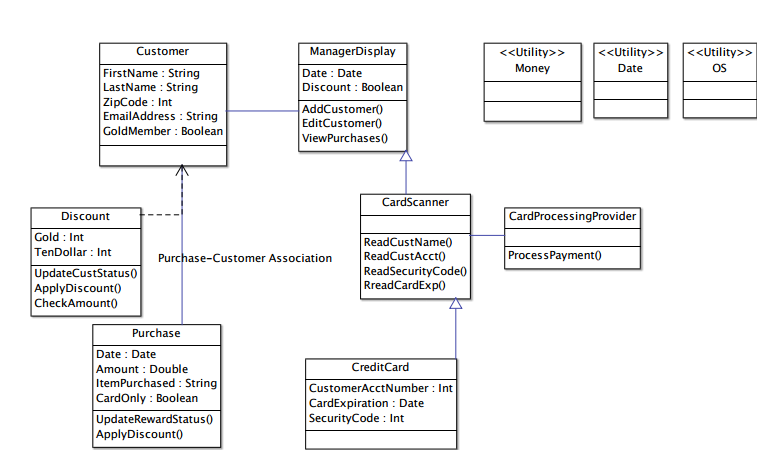
**Individual Designs**

Design 1:



Pros:

-Having Discount as a class makes for a clear idea of the type of discount being used

- Good choice of methods and placement for them

- Neat and easy to understand

- Excellent representation of the card scanner and card processing provider

Cons:

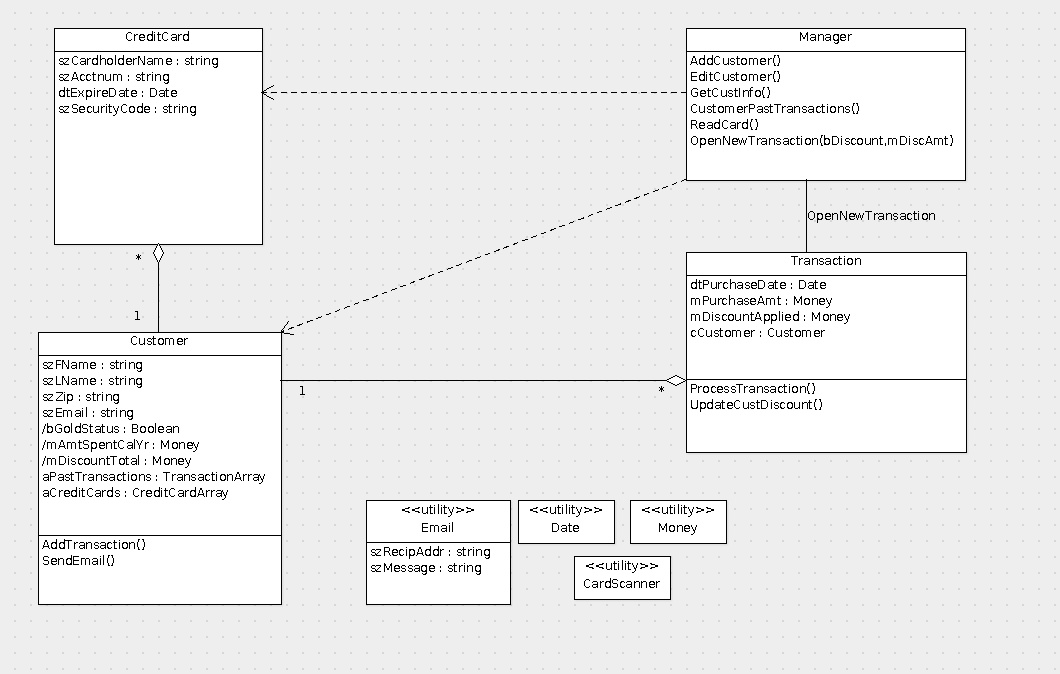
- ManagerDisplay should be connected to Purchase because of the viewPurchases operation

- Use proper naming convention (cardExpiration instead of CardExpiration)

- Missing cardinalities

- Empty fields should be removed

Design 2:



Pros:

- Great methods in the Manager class

- Professional, clear, easy to understand

- Good level of detail

- Email as a utility works well

Cons:

- Credit card class should be connected to the transaction class

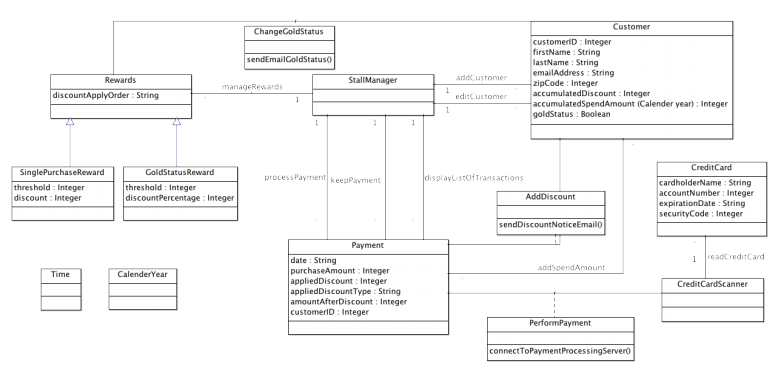
- The readCard() method should be moved to CardScanner

- Some operations should be placed on the connections

- Variable names could be better

- Transaction class doesn’t clearly differentiate between gold discounts and reward discounts

Design 3:



Pros:

- Having a SinglePurchaseReward and GoldStatusReward class works very well

- Design is thorough and each class and connection is labeled clearly

- Placing Manager in the center of the structure makes a lot of sense

- Appropriate operations are placed on connection lines

- Relationship between the credit card, the credit card scanner, and the payment processing server is done well

Cons:

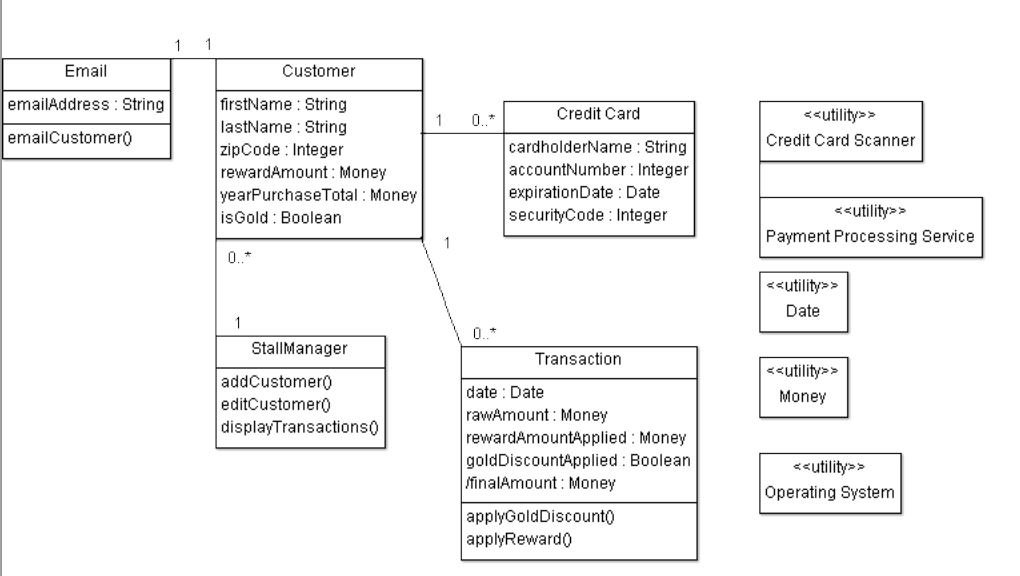
- Complicated design, some classes could instead be attributes of other classes

- Having a CalendarYear utility but no Date utility seems questionable

- Time and CalendarYear should be clearly labeled as utilities

- Empty sections of classes should be removed (example: the methods section of Customer)

Design 4:



Pros:

- The attributes yearPurchaseTotal, rewardAmount, and isGold in the Customer class work well

- Good use of utilities

- Simple but thorough design

- Classes are complete and the design is clear and easy to understand

Cons:

- StallManager should have more operations

- Email functionality is ambiguous

**Team Design**

<Insert Team Design image here>

Commonalities with individual designs:

Differences with individual designs:

Justification of main design decisions:

**Summary**

Lessons learnt in the process of discussing the designs, in terms of design, team work, and any other aspect that the team members consider relevant.