|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Design** | **Simplicity of Code** | **Creating instances** | **Computations’ Efficiency** | **Memory used** |
| 2 (PointPolar) |  |  |  |  |
| 3 (PointCoord) |  |  |  |  |
| 6 (interface +Designs 2,3) |  |  |  |  |

**Assignment 1**

**E.26** Advantages and Disadvantages of each design

For the following exercises we created XXXX instances of each class and tested each method XXXX times:

**E.28**

Magnitude of the differences in efficiency of designs

Comparison to hypotheses from E.26:

**E.29**

Performance analysis ran using PointTest.java. Results summarized in E.30

**E.30**

Average Computations speeds for the operations on different designs

|  |  |  |  |
| --- | --- | --- | --- |
| **Operations** | **Design 2** | **Design 3** | **Design 6** |
| getX() |  |  |  |
| getY() |  |  |  |
| getRho() |  |  |  |
| getTheta() |  |  |  |
| getDistance() |  |  |  |
| rotatePoint() |  |  |  |
| toString() |  |  |  |