Design Number	Pros	Cons
1	 (Likely) less time to return coordinates, since the user can select the return type they would most likely need Uses less memory than storing both coordinate types 	 More complex code Longer instance-creating period since the user needs to enter more information Takes longer to return non-selected type of coordinate (although in theory this would rarely happen) since the user should choose the type they would want to be returned to them most often
2	 Quick to return Polar Coordinates Uses less memory than storing both coordinate types Simpler code 	Takes longer to return Cartesian Coordinates
3	 Quick to return Cartisian Coordinates Uses less memory than storing both coordinate types Simpler code 	Takes longer to return Polar Coordinates
4	 Quick to return both types of coordinates Simpler code, since it can comprise of just design #3 or design #4, but saving both types of coordinates instead of only one. 	Uses more memory Slower when creating coordinate instances since they must be stored in both forms
5	 The directory might make the design slightly easier to understand Separation may make future debugging easier Faster to retrieve both types of coordinates The abstract class is reusable 	 The program itself takes more memory since there's more code to store Although it might be simpler for a person to understand, there are more files so it might be more complicated for the computer More files may make it more complex, although each file may be less complex than other designs' files