

## API Design Assignment A1.2

### Reflection Task

1. What were some of the alternative design options considered? Why did you choose the selected option?

Some alternative design options considered were having the given capabilities of the API as activities in the documentation instead of steps. The steps would then be further decompositions of these capabilities. However, this seemed counter-productive because the capabilities mentioned are quite modular and thus not convenient to decompose into steps. It seemed more logical to have them as steps of broader activities, which is also more appropriate for our application. That is the reasoning behind my chosen design option instead of the alternatives mentioned.

2. What changes did you need to make to your tests (if any) to get them to pass. Why were those changes needed, and do they shed any light on your design?

I had to change the path in the body of the happy test cases. Specifically, I changed the `LocalDateTime` returned to string. This change was needed to be able to compare with `current_date`, `current_month`, or `current_year`. This sheds light that I hadn't considered return types into my original design.

3. Pick one design principle discussed in class and describe how your design adheres to this principle.

One important design principle discussed in class is the single responsibility principle which basically states that a class or method should only have one responsibility or reason to change. My design adheres to this principle because there is only one class because there is just one api, and each method in the class has only one purpose, which is clearly mentioned in the comments right above the method. In addition, my code follows good design principles because it is well commented, easy to understand, and has good variable names, method names, and test case names.