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| Design | Advantages | Disadvantages |
| Design 1 | Allows to store cartesian or polar values and will be faster returning that type of coordinate that is stored | Will be slower to return the type of coordinate that is not store because it calculates the value when returning it |
| Design 2 | Fast to store and return polar coordinates | Slower to store or return cartesian coordinates because it has to convert it to or from polar |
| Design 3 | Fast to store and return cartesian coordinates | Slower to store or return polar coordinates because it has to convert it to or from cartesian |
| Design 4 | Fast to return both types of coordinates | Will always have to convert values to store the other type of coordinates when storing because it stores both types at the same time |
| Design 5 | Allows to use the best type of subclass depending on if we’ll use cartesian or polar more | Better for using only one type of coordinates |