	Advantage	Disadvantage
Design 1	• Efficiency is great • Code is simple but large as it must incorporate both the modules of systems	• Memory consumption of this is very large
Design 2	• Polar coordinates are useful when studying the motions of the human body. This is because the human body utilizes pivotal joint movements. • When discussing orbits, where radial symmetry is involved, or there is a point source, such as the generation of ripples in water, polar coordinates simplify matters. • It is used in the positioning of the object This can be used to make an object orbit around another object. • Implementation is simple	• Limited collision avoidance • Not very efficient • Positional error is large in these systems
Design 3	• Calculations of distances between points are trivial. • Calculations of areas are relatively easy. • Graphic representations are realistic, provided the area covered is not too large. • Implementation is easy • Eficiency is good as compared to design 2	• These systems are not suitable in solving complex problems • Memory consumption increases as compared to design 2
Design 4	• Efficiency is very high • Almost all the easy as well as complex are solved by this type of design.	• Complexity of the code increases • Memory consumption is greatest compared to design 1,2,3,5 because

	• Implementation is easy	of incorporating other variables • Simplicity of the code decreases
Design 5	• It is simple to code as both the modules are incorporated in the program. • Efficiency of the code depends on the problem type • Error detection is easy	• Memory consumption is more as compared to design 1,2,3 but less than 4