

```
1: /**
2: *   Airplane.h
3: *   Definition of the Airplane class
4: */
5:
6: #ifndef AIRPLANE_H
7: #define AIRPLANE_H
8:
9: #include "AirportRunways.hpp"
10: #include "AirportServer.hpp"
11:
12:
13: class Airplane
14: {
15: public:
16:
17:     int airplaneNum;
18:     AirportServer* apServ;
19:
20:     // Value constructor for the Airplane class
21:     Airplane(int num, AirportServer* s)
22:     {
23:         airplaneNum = num;
24:         apServ = s;
25:     }
26:
27:
28:     // Setter method for requestedRunway
29:     void setRequestedRunway(AirportRunways::RunwayNumber runway)
30:     {
31:         requestedRunway = runway;
32:     }
33:
34:
35:     // The run() function for Airplane threads in Airport will call this
function
36:     void land();
37:
38:
39: private:
40:
41:     AirportRunways::RunwayNumber requestedRunway; // Picked at random
42:
43: }; // end class Airplane
44:
45: #endif
46:
```