

FireStation

- disasterButtonListeners: List<ITower>
- fireTruckMoveOutCommand: IFireTruckMoveOutCommand
- fireTrucks: List<FireTrucks>
- id: String
- runway: Runway
- tower: ITower
- addDisasterButtonLister(listener: ITower): void
- handleOwnRunwayCrash(plane: Plane): void
- handleSupportForOtherRunway(runway: Runway): void
- planesCrashed(planeCrashes: List<Runway>): void
- removeDisasterButtonLister(listener: ITower): void
- sendFireTrucksToOwnRunway(trucks: List<FireTruck>): void
- sendSupportToOtherRunway(trucks: List<FireTruck>, runway: Runway): void
- sendSupportToOtherRunway(truck: Optional<FireTruck>, runway: Runway): void
- triggerDisasterAlarm(location: String, message: String): void

FireTruck

- isInUse: boolean
- moveout(runway: Runway): void

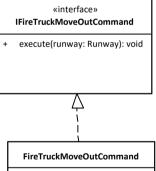
- fireStationId: String
- id: String

«interface» **ITower**

- + disasterOccured(location: String, message: String): void
- registerFireStation(fireStation: FireStation, runway: Runway): void
- registerLandingPlane(plane: Plane): void
- registerRunway(runway: Runway): void

Tower

- fireStations: List<FireStation>
- planeCrashAlarmButtonListeners: List<IPlaneCrashAlarmButtonListener>
- planes: List<Plane>
- runways: List<Runway>
- addPlaneCrashAlarmButtonListener(listener: IPlaneCrashAlarmButtonListener): void
- disasterOccured(location: String, message: String): void
- registerFireStation(fireStation: FireStation, runway: Runway): void
- registerLandingPlane(plane: Plane): void
- registerRunway(runway: Runway): void
- removePlaneCrashAlarmButtonListener(listener: IPlaneCrashAlarmButtonListener): void
- triggerPlaneCrashAlarm(runway: List<Runway>): void



«enumeration» PlaneType
A319
A320
A330
A350
A380
B737
B747
B777
B787

- fireTruck: FireTruck
- + execute(runway: Runway): void