To design this assignment, I use the most of the Chapter 2 covers concepts and design techniques, program skills and pattern, such as interface, encapsulation, information hiding, immutability, design by contract. For the all actions of move, the interface MoveActions should be implemented by the Move class. And the Drone, Remote Control, RunDrone may share a same list moves in order to make the pre-program sequence can be influenced with the whole drone process. For class Move, it has the MoveType, such as TAKEOFF, LAND, and has a filed named distance, which is used for the forward, backward, up, down move with a distance. For Drone class, it implements the interface CaptureActions to finish the capturePicture and focus options, after the CaptureThing is focused by the drone, the next step is auto-capture. For class RemoteControl, it supports pre-program moves sequence by user input, which should follow the rule of input, such as mf,[d]: Move Forward with d distance (example: mf,1.1). And the remote control class supports to be given a moves by external class, such as the RunDrone to setMoves to it. And there are 3 polymorphic method to create move, createMove(), createMove(MoveType moveType), createMove(MoveType moveType, float distance).

