**AIRPORT Flight Control Simulator**

**System Architecture**

Team- ARMOUR DATE- 4/11/22

**Team Members:**

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**Tech Stacks:**

* HTML5
* CSS
* JavaScript

**Home Page:**

1. Hyperlink to Automatic simulation page

* connects main page to automatic simulation page

1. Hyperlink to Manual simulation page

* connects main page to manual simulation page

**Base Code:**

* Function: Landing()
* Reduces distance as well as fuel per time tick
* Function: Priority()
* Sets the priority of different Planes on the basis of fuel and any emergency conditions
* Function: Generate()
* Add planes manually

Let Planes=[{‘obj’:object of plane class, ‘priority’:undifined },{},........]

* Class Plane
* In the constructor we are initialising different member variables like flight no, flight type, fuel and emergency.
* Add this object to the array of objects and that object is itself containing the plane object and a variable that predicts priority of the plane.
* Then we will run the priority(array of objects) function which decides the priority of planes for landing.

**Automatic Simulation:**

* Automatic() Function
* Generates objects of plane class at random time intervals.

**Manual Simulation :**

* Simulate() Function
* Generates objects of plane class on the basis of user input.

**Data Structure :**

* Array of objects: To store plane details.



