Requirement Analysis:

* Controlling the air traffic at the Airport (Air Traffic Controller Simulation).
* The system provides instruction to the aircraft (according to aircraft number) to move from one position to another.

Functional Specification:

1. Instruction that can be issued to aircrafts:
   * Aircraft arriving will be added to the holding pattern.
   * The bottommost aircraft in the holding stack goes to approach corridor and thereafter to the runway.
   * And the aircrafts in the holding pattern will move down one by one.
   * In case of emergency aircraft will directly go to the runway, and if it is not possible then it will be given the highest priority in the holding pattern queue.
   * If the holding pattern is overcrowded and there is possibility of aircraft crashing, then the arriving aircraft will be redirected to another airport.

External Interface Specification:

1. Hardware Interfaces:

The System works as a Windows Application developed by using .NET Framework and C# programming.

Performance Constraints:

* The aircraft moves accordingly such that there is always a minimum distance between two aircrafts.