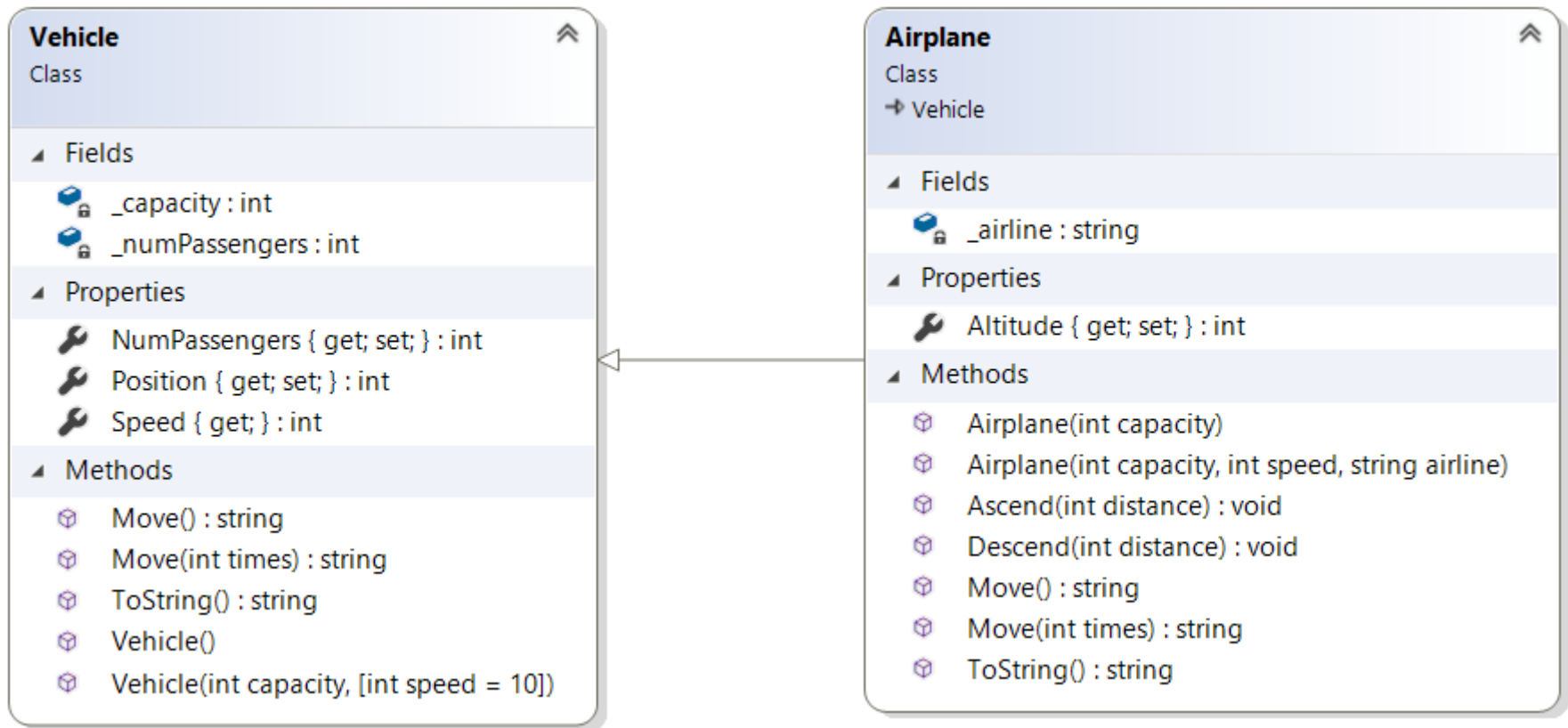


# Homework



- Implement a class **Airplane** as shown in the class diagram, and which produces the output shown on the next page.
- Note that the **Altitude** property of **Airplane** has a public get but private set
- Create tests for the **Airplane** class, including tests which demonstrate the functionality shown on the next slide

```
static void Main(string[] args)
{
    Airplane a = new Airplane(200, 100, "JetsRUs")
        { NumPassengers = 150};
    a.Ascend(500);
    Console.WriteLine(a.Move(3));
    Console.WriteLine(a);
    a.Descend(200);
    Console.WriteLine(a.Move());
    a.Move();
    Console.WriteLine(a);
}
```

Output:

Moving along 3 times at an altitude of 500 metres.

Thank you for flying JetsRUs: ClassesApp.Airplane capacity: 200 passengers: 150 speed: 100  
position: 300 altitude: 500.

Moving along at an altitude of 300 metres.

Thank you for flying JetsRUs: ClassesApp.Airplane capacity: 200 passengers: 150 speed: 100  
position: 500 altitude: 300.