Screen

```
+ WIDTH: int
+ HEIGHT: int
-image: BufferedImage
- pixels[]: int
```
```
+ Screen(int,int)
+ renderSprite(int,int,Sprite): void
+getImage(): BufferedImage
```

Sprite

```
+x: int
+y: int
+width: int
+height: int
+spriteSheet: SpriteSheet
```
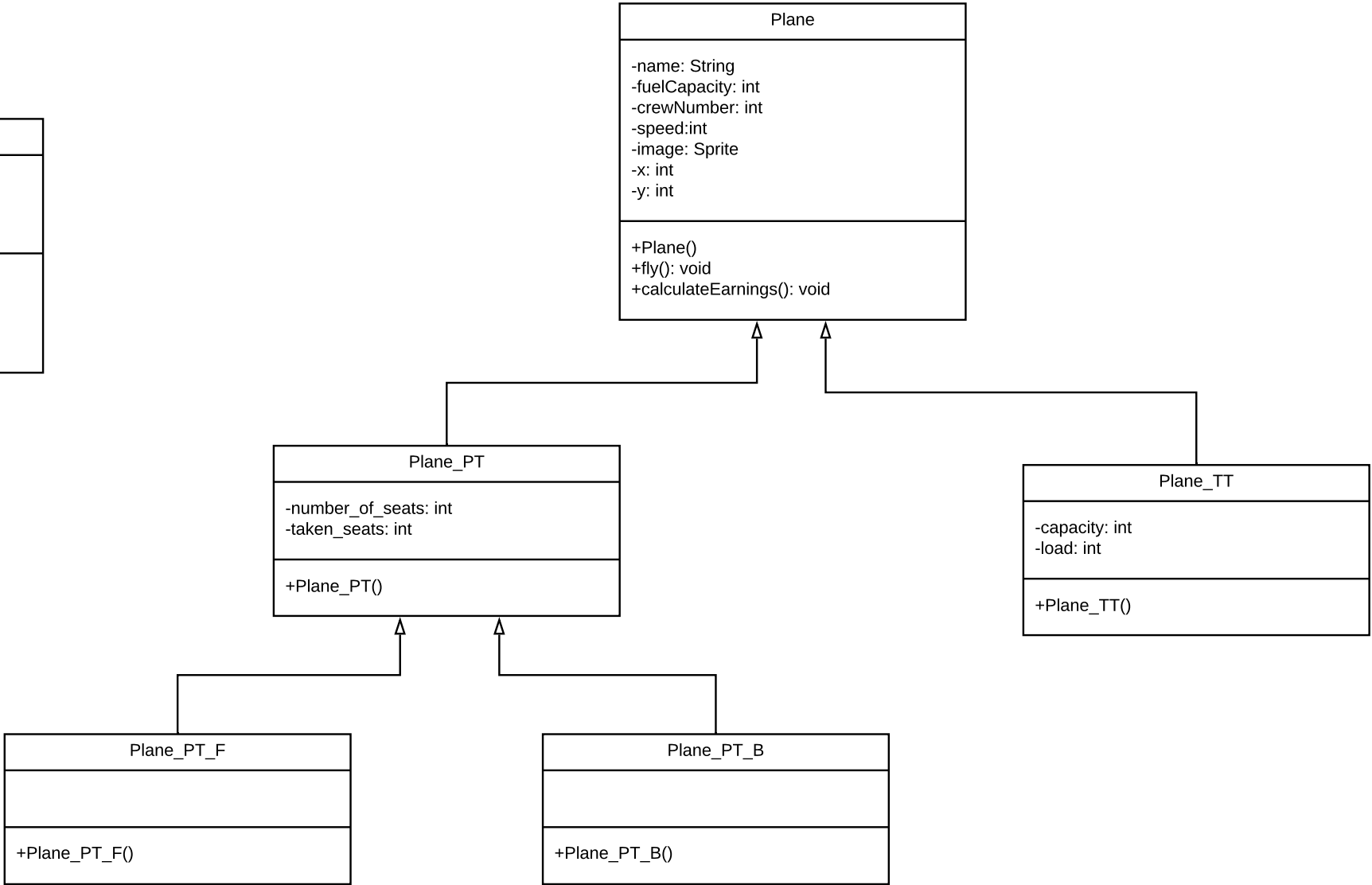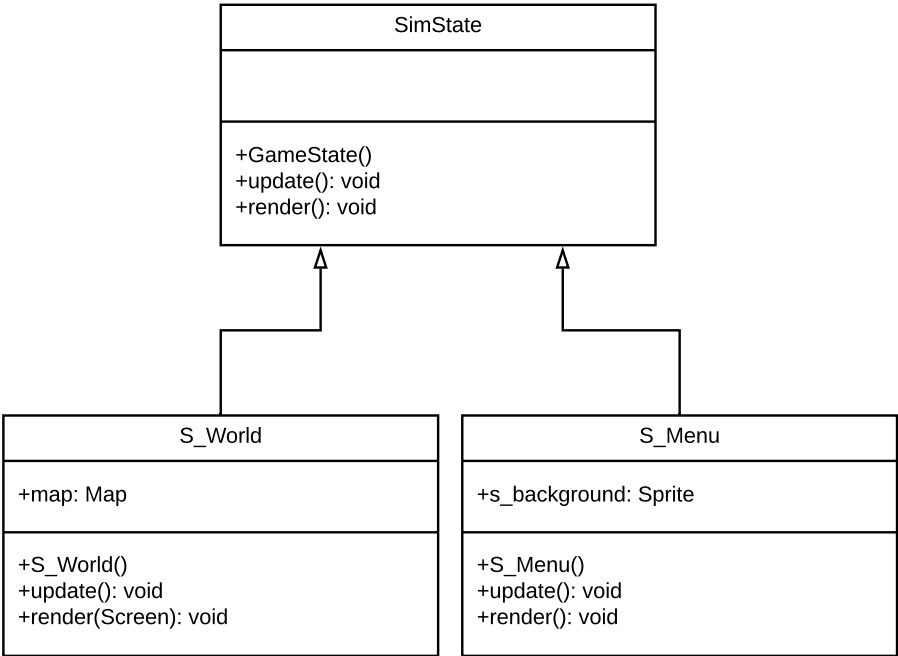```
+Sprite(int,int,int,SpriteSheet)
```

## SpriteSheet

```
+mainSpriteSheet: SpriteSheet
```
```
+SpriteSheet(String path)
```

## Map

```
+WIDTH: int
+HEIGHT: int
+background: Sprite
```
```
+ Map(int,int)
+ update(): void
+ render(Screen): void
```

## Mouse

```
+ x: int
+ y: int
+ pixelX: int
+ pixelY: int
+left_button: boolean
+left_button_clicked: boolean
```
```
+ mouseDraged(MouseEvent): void
+ mouseMovedd(MouseEvent): void
+ mouseClickedd(MouseEvent): void
+ mousePressed(MouseEvent): void
+ mouseReleased(MouseEvent): void
+ mouseEntered(MouseEvent): void
+ mouseExited(MouseEvent): void
```

## Main

```
- Title: String
- WIDTH: int
- HEIGHT: int
-frame: JFrame
-screen: Screen
-mouse: Mouse
```
```
-Main()
-update(): void
-render(): void
-main(): void
```

## StateManager

```
+SIM_STATE_MENU: int
+SIM_STATE_WORLD: int
-simState: SimState
```
```
+StateManager()
+changeSimState(int): void
+update(): void
+render(): void
```

## SimState

```
```
```
+GameState()
+update(): void
+render(): void
```

## S_World

```
+map: Map
```
```
+S_World()
+update(): void
+render(Screen): void
```

## S_Menu

```
+s_background: Sprite
```
```
+S_Menu()
+update(): void
+render(): void
```

## Hours_of_flight_calculator

```
-airports[] : Airport
```
```
+Hours_of_flight_calculator()
+calculate(): void
```

## Plane

```
-name: String
-fuelCapacity: int
-crewNumber: int
-speed:int
-image: Sprite
-x: int
-y: int
```
```
+Plane()
+fly(): void
+calculateEarnings(): void
```

## Plane_PT

```
-number_of_seats: int
-taken_seats: int
```
```
+Plane_PT()
```

## Plane_TT

```
-capacity: int
-load: int
```
```
+Plane_TT()
```

## Plane_PT_F

```
```
```
+Plane_PT_F()
```

## Plane_PT_B

```
```
```
+Plane_PT_B()
```

## Airport

```
+x: int
+y: int
+name: string
+id: int
+nr_of_runways
```
```
```

## MoneyManager

```
+nr_of_Planes: int
+planes: Plane[]
+fTicketsPricePerKm : int
+bTicketsPricePerKm : int
+priceForKg : int
```
```
+MoneyManager()
+CalculateProfits(): void
```