## Airport.java

**Purpose**: Represents an airport with international and domestic terminals. It manages planes and bookings.

#### Attributes:

- 'internationalTerminal': A Terminal object representing the international terminal.
- `domesticTerminal`: A Terminal object representing the domestic terminal.
- `planes`: A list of Plane objects representing all the planes at the airport.
- `bookings`: A list of Booking objects representing all the bookings at the airport.
- Methods:
- `main(String[] args)`: The main method to run the airport operations.

#### Terminal.java

- Purpose: Represents a terminal in the airport. It manages planes and bookings.
- Attributes:
- `terminalName`: A String representing the name of the terminal.
- `planes`: A list of Plane objects representing all the planes at the terminal.
- `bookings`: A list of Booking objects representing all the bookings at the terminal.
- Methods:
  - **Constructors:** Overloaded constructors to create a Terminal object with or without initial planes and bookings.
  - addPlane(Plane plane): Adds a plane to the terminal.
  - displayTerminalDetails(): Displays details of the terminal, including planes and bookings.

#### Plane.java (Abstract)

- Purpose: Represents an abstract class for a plane. It manages passengers and capacity.
- Attributes:
- `planeType`: A String representing the type of the plane.
- `planeVersion`: A String representing the version of the plane.
- `capacity`: An integer representing the capacity of the plane.
- `passengers`: A list of Passenger objects representing the passengers on the plane.
- Methods:
- **Constructors**: An abstract constructor to initialize common attributes of all types of planes.
- `addPassenger(Passenger passenger)`: Adds a passenger to the plane.
- `removePassenger(Passenger passenger)`: Removes a passenger from the plane.
- `displayPlaneDetails()`: Abstract method to display details of the plane.

# PassengerPlane.java (Hierarchical)

- **Purpose**: Represents a passenger plane, a type of Plane. It manages crew members and passengers.
- Attributes:
- `crew`: A list of CrewMember objects representing the crew members of the plane.
- Methods:

- **Constructors**: Overloaded constructors to create a PassengerPlane object with or without initial crew members.
- `addCrewMember(CrewMember crewMember)`: Adds a crew member to the plane.

### CargoPlane.java (Multiple Inheritance)

- Purpose: Represents a cargo plane, a type of Plane. It manages cargo and flight operations.
- Attributes:
- `maxCargoWeight`: A double representing the maximum cargo weight of the plane.
- `cargos`: An array of Cargo objects representing the cargo on the plane.
- Methods:
- **Constructors**: Creates a CargoPlane object with the given parameters.
- `loadCargo(Cargo cargo)`: Loads cargo onto the plane.
- `getMaxCargoWeight()`: Returns the maximum cargo weight of the plane.

# Booking.java (Interface)

- Purpose: Represents a booking for a plane. It manages flight bookings.
- Methods:
- `bookFlight(Plane plane, Passenger passenger, Cargo cargo)`: Books a flight for a passenger with cargo.
- `cancelBooking()`: Cancels a flight booking.
- `getBookingDetails()`: Gets the details of the booking.

### FlightOperations.java (Interface)

- Purpose: Represents flight operations for a plane. It manages takeoff and landing.
- Methods:
- `takeOff()`: Performs takeoff operation for a flight.
- `land()`: Performs landing operation for a flight.

