

Lab - Inheritance

1. Create an Airplane class as shown in the class diagram.
   * Note that the Altitude property of Airplane should have a public get but private set

Graphical user interface, application

Description automatically generated

1. Create tests for the Airplane class which demonstrate the following functionality, then implement the Airplane class to pass these tests.

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:

1 Moving along 3 times at an altitude of 500 metres.

2 Thank you for flying JetsRUs: ClassesApp.Airplane capcity: 200

passengers: 150 speed: 100 position: 300 altitude: 500.

3 Moving along at an altitude of 300 metres.

4 Thank you for flying JetsRUs: ClassesApp.Airplane capcity: 200

passengers: 150 speed: 100 position: 500 altitude: 300.