Only the Airport Simulator can be interacted with, the Airport Logger is only for observing whilst the Airport Simulator runs. The mouse is the only device needed to interact with the program.

On the Airport Simulator there are **four** panel buttons and **four** radio buttons to click, this is the only interaction the program contains.

Panel Buttons

Each of the panel buttons (with the exception of the Arrival Hub panel button at the bottom-right of the Simulator) will release the plane at that respective port. The plane that has been released will have its current objective set to “take-off”. These panel button can be pressed multiple times, but once clicked the button will enter its activated state and so plane will begin performing its movement, re-clicking the button will **not** stop the plane from moving. If a different plane docks on an empty port, then the button resets to be used again.

The Arrival Hub button will land the Green plane at the airport which will travel through the airport until an objective is set (see Radio Buttons below). After the Arrival Hub panel button has been pressed the button is inactive and will perform no further actions.

All of these panel buttons are independent of each other and can be clicked in any order.

Radio Buttons

The four radio buttons are contained within a group box with names to represent each of their actions.

Each radio button sets a different objective to the Green plane, selecting Port1, Port2 or Port3 will set the plane’s goal to dock to the port respective to the radio button selected, whilst Take-off will set the plane to take off immediately once the plane has reached the Take-off runway.

Since the Green has not landed until the Arrival Hub button is pressed, the radio buttons can be selected before or after the Green plane has landed.

Only **one** radio button can be selected at a time, no more than one objective can be given to the plane.

Once the Green plane has ported **once**, its current objective will be to take-off as soon as the Panel Button on the port it is occupying has been pressed, selecting a different objective via the radio buttons will **not** change this objective.