AirplaneWindow

1. Create another set of 2 JLabel components (just like the **altitudeTitle** and **altitudeLabel** labels) for the airplane's *Target altitude*.
2. Create a JPanel container for these 2 JLabels. Give it a vertical box layout manager.
3. Add the 2 JLabels to the JPanel.
4. Add the JPanel to the **stateAltitude** JPanel container.
5. *Confirm that your code works: You should see the new components in the user interface.*

Airplane

6. Create a **double targetAltitude** field (default 0) ("target" means "goal" or "destination").
7. Created a **boolean altitudeChanging** field (default false).
8. Create a **setTargetAltitude(double targetAltitude)** method.
9. Create a **changeAltitude()** method.
10. Find every place where you call **setAltitude(…)** (should be 3 locations).
    Replace each of these with a call to **setTargetAltitude(…)**.
11. Define the **setTargetAltitude(…)** method.
    a. First you should save the desired target altitude (parameter) in the corresponding field.
    b. Then you should check that the actual altitude is different than the target.
    c. You should also check that the altitude is not presently changing.
    d. If both of these conditions are true, then:
        i. You should create a new thread object, passing a Runnable that calls **changeAltitude()**. You can use an anonymous inner class, a lambda expression, or a method reference to do this.
        ii. You should start the thread.
12. Define the **changeAltitude()** method. (This is where you define what task the thread performs.)
    While the actual altitude is different than the target altitude, change the actual altitude (using **setAltitude(…)**) so that it moves toward the target. Then you should sleep the thread for a short period of time before repeating.