

Engine	
type	String
controlModule	ControlModule
id	int
rpm	double
isActive	boolean
stepOneFan	Blade[]
stepTwoFan	Blade[]
stepThreeFan	Blade[]
getId()	int
getRpm()	double
setRpm(double)	void
isActive()	boolean
setActive(boolean)	void
entryForAir()	String[]
stageOne(String[])	String[]
stageTwo(String[])	String[]
stageThree(String[])	String[]
burn(String[])	String[]
exhaust(String[])	String[]

BordComputer	
command	ICommand
airplane	Airplane
probability	double
controlledModules	ArrayList<ControlModule>
activeEngines	ArrayList<ControlModule>
setAirplane(Airplane)	void
startSimulation()	void
registerCotrolModule(ControlModule)	void
calculateRPM(int)	double
notifyDamage(ControlModule)	void
shutdown(int)	void

BladeElementUnit	
unitName	String
childElements	ArrayList<BladeElementUnit>
getUnitName()	String
getChildElements()	ArrayList<BladeElementUnit>
addElement(BladeElementUnit)	void

BladeElementArea	
structure	String[]
getStructure()	String[]

BladeElement	
structure	String[]
getStructure()	String[]

ControlModule	
engine	Engine
bordComputer	BordComputer
getEngine()	Engine
setEngine(Engine)	void
fansActive()	String[]
shutdown()	void
increaseRPM(double)	void
decreaseRPM(double)	void
WarningBirdDamage()	void

ICommand	
execute()	void

CommandShutdown	
controlModule	ControlModule
execute()	void

CommandDecreaseRPM	
controlModules	ArrayList<ControlModule>
decreaseValue	double
execute()	void

CommandIncreaseRPM	
controlModules	ArrayList<ControlModule>
increaseValue	double
execute()	void

Airplane	
engine	Engine[]
cockpit	Cockpit
bordComputer	BordComputer
getEngine()	Engine[]
getCockpit()	Cockpit
getBordComputer()	BordComputer

Cockpit	
bordComputer	BordComputer
startButton()	void
shutdownEngineButton(int)	void

Blade	
elements	ArrayList<BladeElementArea>

Application	
main(String[])	void