

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

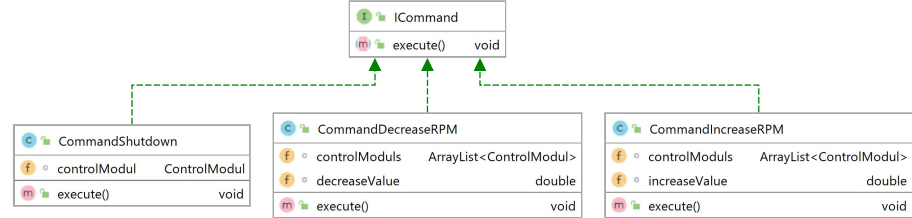
BordComputer		
f	command	ICommand
f	airplane	Airplane
f	probability	double
f	controlledModules	ArrayList<ControlModule>
f	activeEngines	ArrayList<ControlModule>
m	setAirplane(Airplane)	void
m	startSimulation()	void
m	registerCotrolModule(ControlModule)	void
m	calculateRPM(int)	double
m	notifyDamage(ControlModule)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

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

BladeElementArea		
m	addElement(BladeElementUnit)	void

BladeElement		
f	structure	String[]
m	getStructure()	String[]

ControlModule		
f	engine	Engine
f	bordComputer	BordComputer
m	setEngine(Engine)	void
m	fansActive()	String
m	shutdown()	void
m	increaseRPM(double)	void
m	decreaseRPM(double)	void
m	WarningBirdDamage()	void



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

Cockpit		
f	bordComputer	BordComputer
m	StartButton()	void
m	ShutdownEngineButton(int)	void

Blade		
f	elements	ArrayList<BladeElementArea>

Application		
m	main(String[])	void