How do I create a category on a pre-existing class (Plane)?

Also, what name should be used for this class' files?

```
interface …

        Plane+Maintenance.h and .m

        #import "Plane.h"

        @interface Plane (Maintenance)
        @end
```

Finish the line in the method below in our Plane+Maintenance category

Need to access the "`currentStrength`" attribute of the "`leftWing`" property

```
- (void)performWingTest
{
  if (… == PlaneWingStrengthOptimal)
  {
    // Strength test passed
  }
}
```

```
        if (self.leftWing.currentStrength ==
            PlaneWingStrengthOptimal)
```

What auto layout rules would be needed to ensure greenView looks like below when in portrait and landscape?
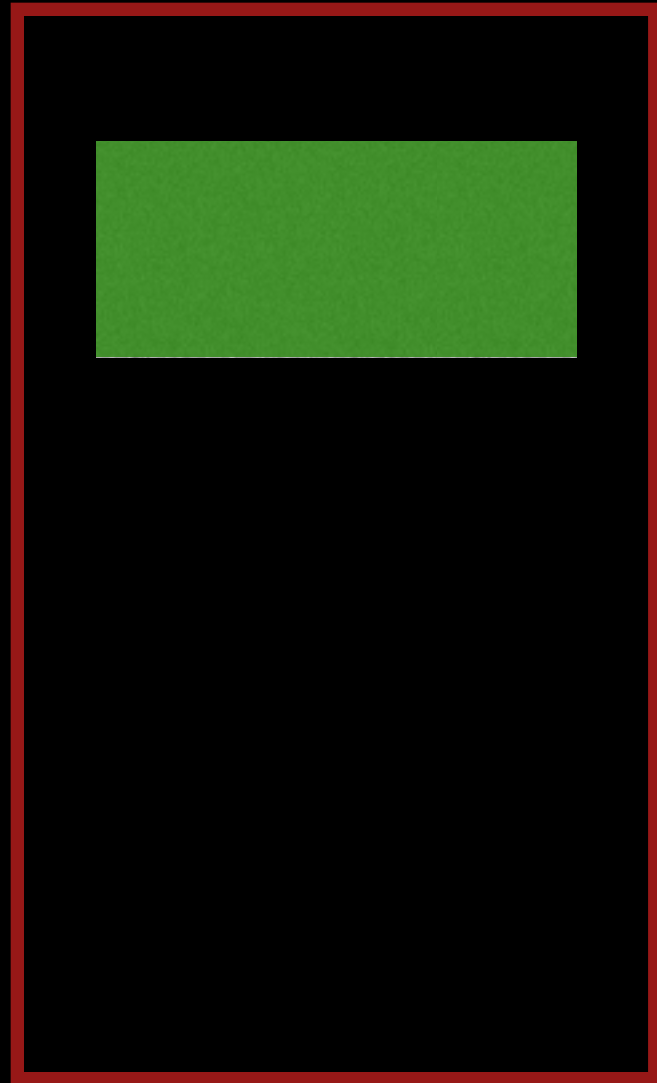
* top space to top layout guide
* constant height
* constant leading to superview leading
* constant trailing to superview trailing