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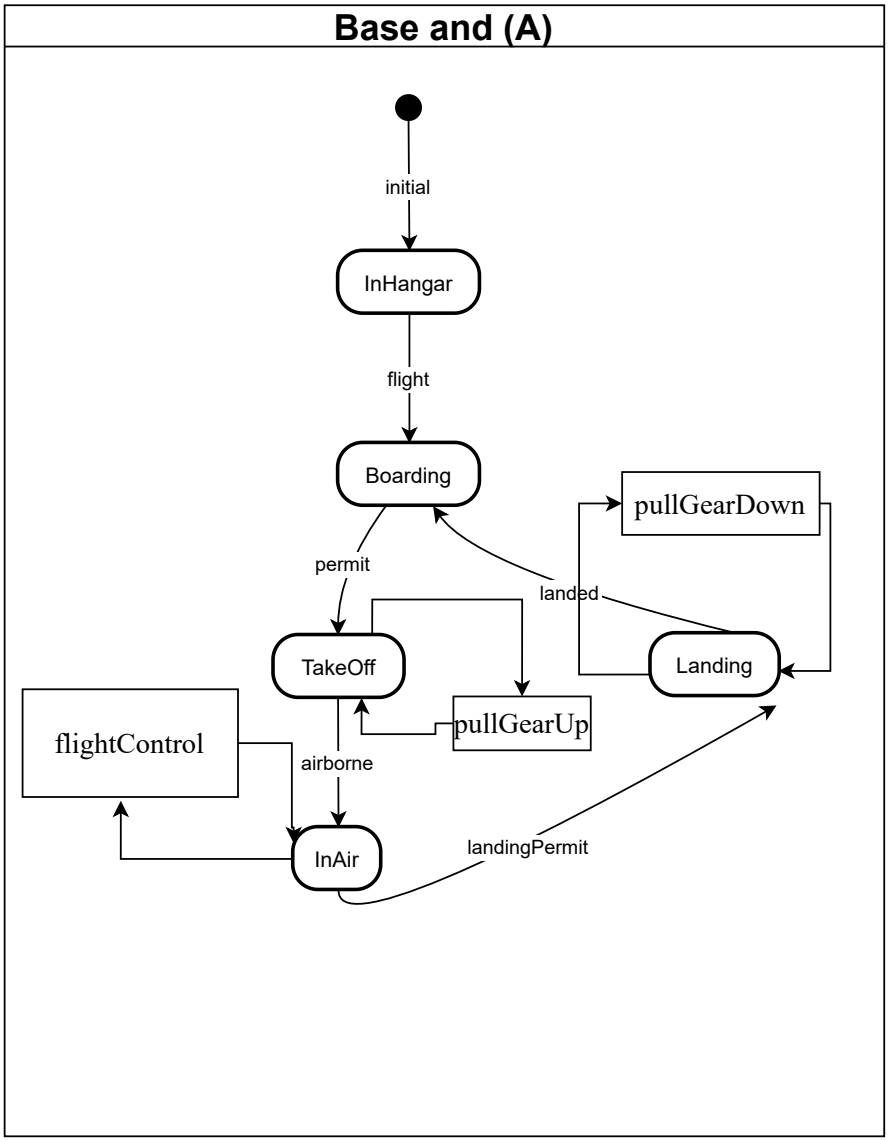
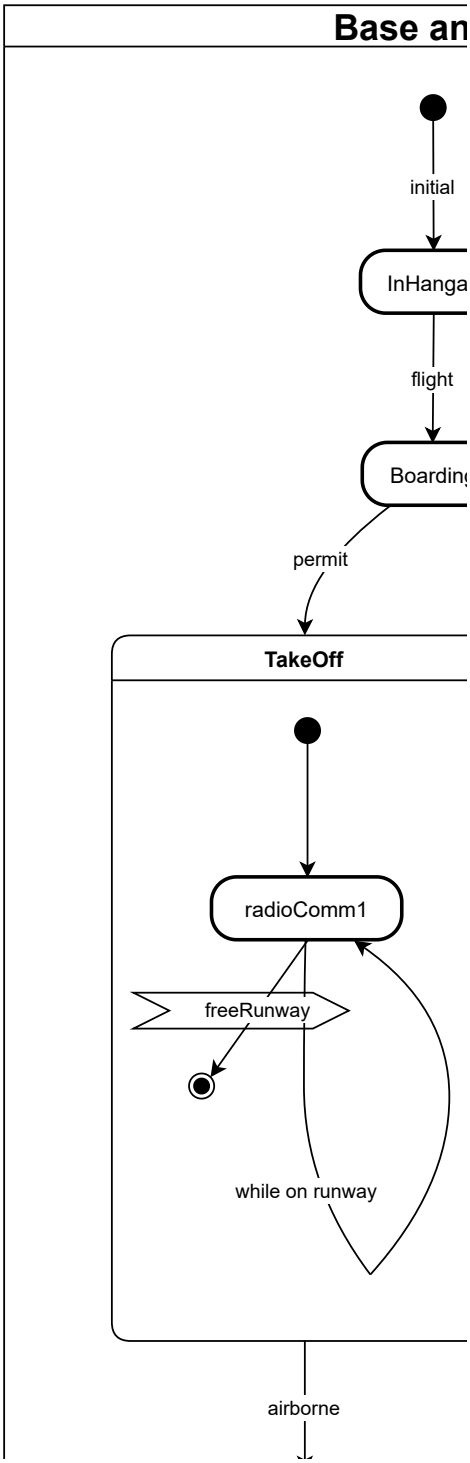




Initiall Aircraft is in an **InHangar** state. Then we prepare it for flight and change state to **Boarding**. Then after receiving takeoff permission the aircraft changes its state to **TakeOff**. After takeoff anges its state to **pullGearUp** and after this it is getting back to **TakeOff** state and then goes to **InAir** state. le being in an **InAir** state the aircraft changes its state to **flightControl.** After receiving landing permisssion e aircraft is changing its state to **Landing.** During landing the aircraft changes its state to **pullGearDown.** After landing aircraft changes its state to **Boarding.**

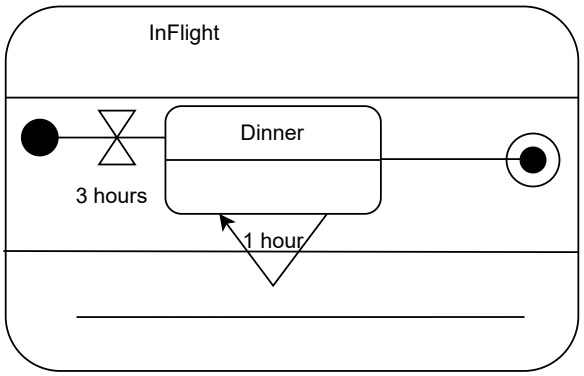
nd (B)

ar

g

landed

C



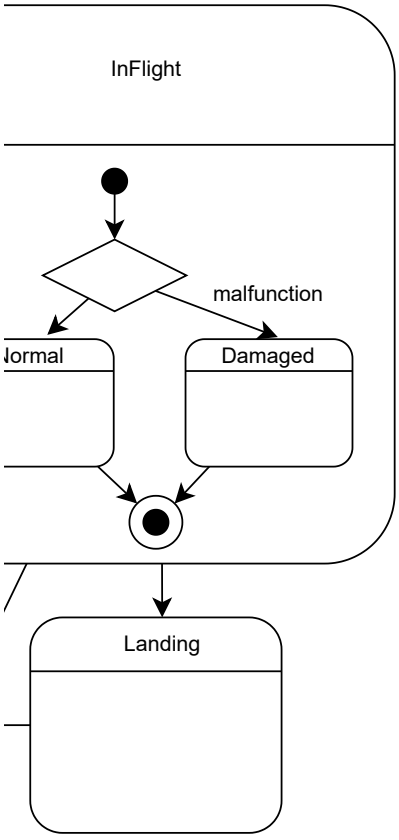
Here we elaborated **InFlight** state for long flights**.** Here if flight lasts more than 3 hours we proceed to **Dinner** state, this state lasts for 1 hour. After that we leave **InFlight** state.

N

malfunction

Here we created s
malfu

D

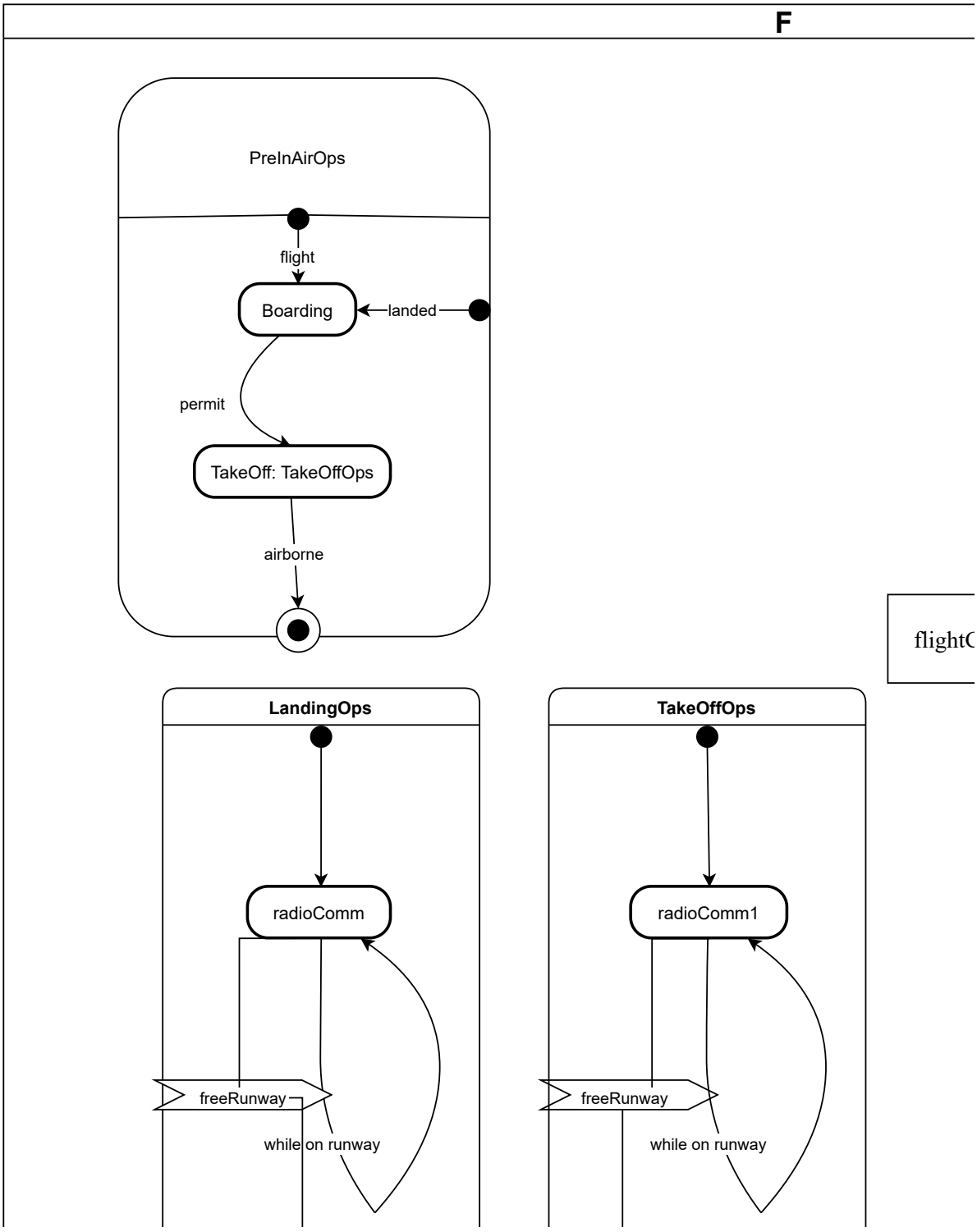


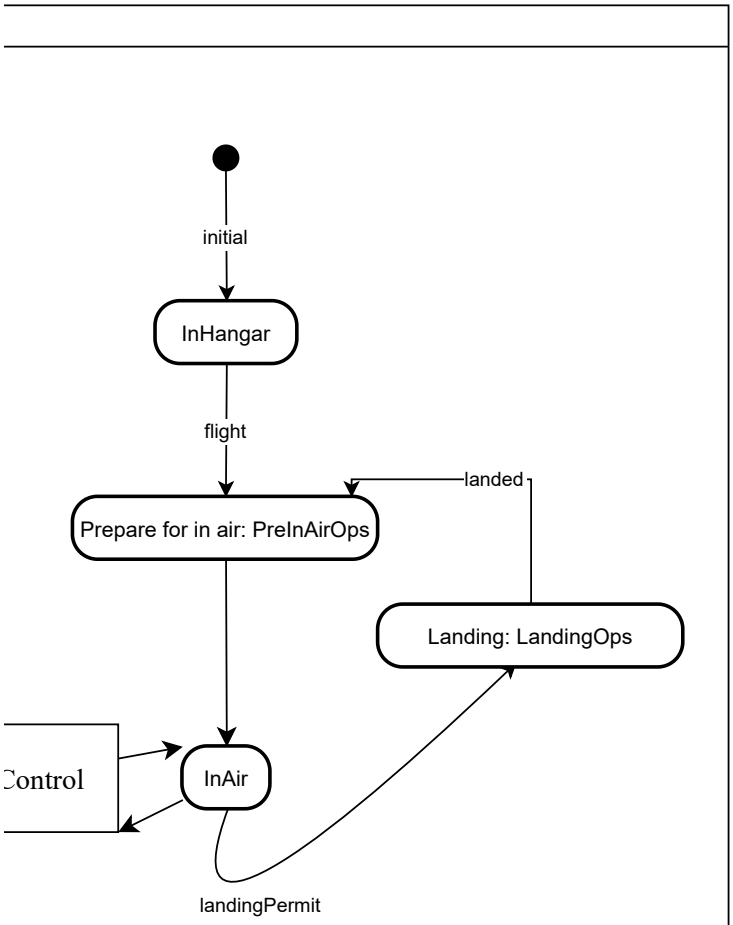
E

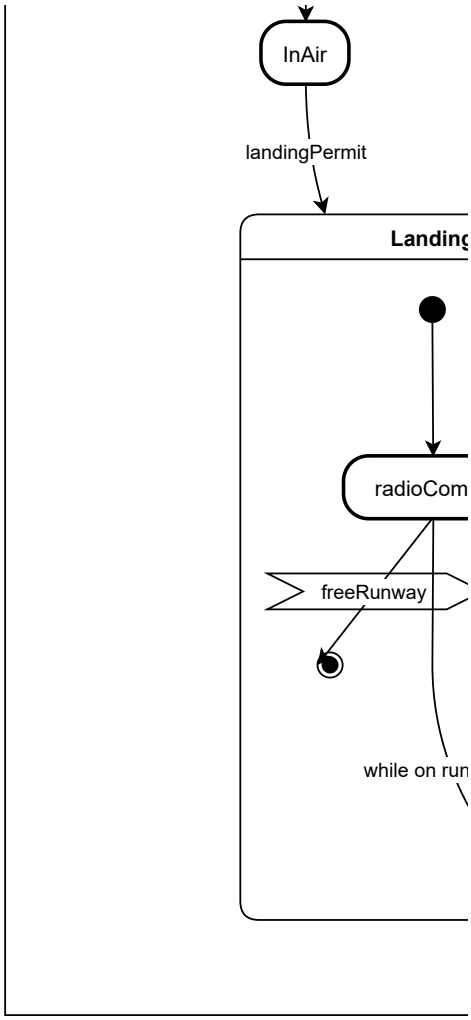
Dinner will be stopped
Because dinner can be only served InFlight.
After receiving the landingPermit, state will be Landi
There is no Dinner in Landing state

scenario for **InFlight** state, where our aircraft can be damaged. In case of
nction the Aircraft proceeds to **Damaged** state and after this
we end **InFLight** state. If it is not damaged it proceeds
to **Normal** state and changes its state to **Landing**.

ng.

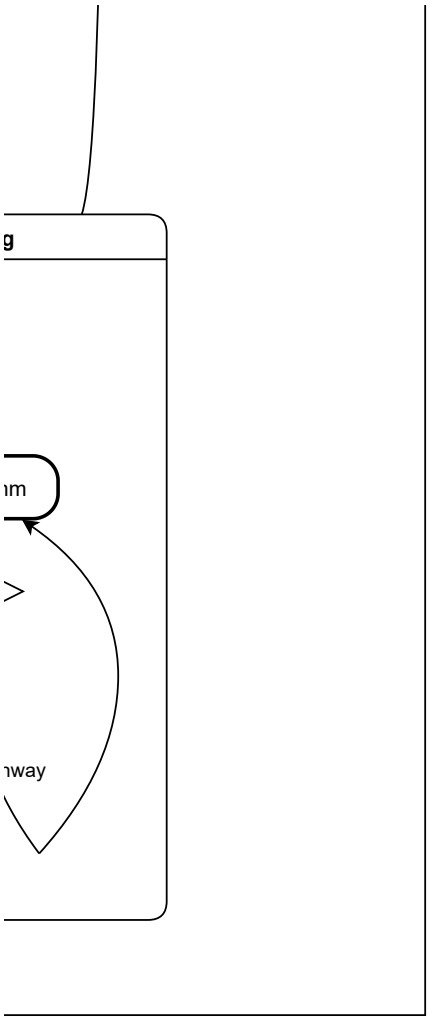

F
PreInAirOps
flight
Boarding
landed
permit
TakeOff: TakeOffOps
airborne
flightC
LandingOps
radioComm
freeRunway
while on runway
TakeOffOps
radioComm1
freeRunway
while on runway


initial
InHangar
flight
landed
Prepare for in air: PreInAirOps
Landing: LandingOps
Control
InAir
landingPermit



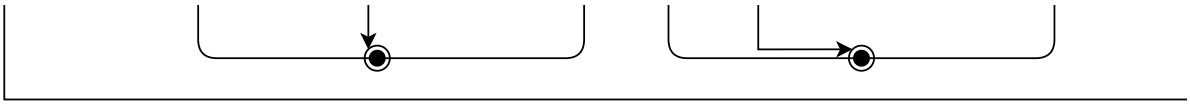
Here we added **TakeOff** state, inside which we are
After runway is freed the aircraft

Also we added **Landing** state, inside which we are at **radioComm**
After freeding the runway the aircra



at **radioComm1** state while being on runway.
sends **freeRunway signal.**

n state during landing operations and while being on runway.
aft sends **freeRunway** signal**.**



Here we have simplified our diagram using submachine state. First: we have simplified the preparation for flight, we have pla
and those that correspond to takeoff in the submachine state **TakeOffOps**. Operations that happen before **InFlight** state w
them to **PreInAirOps**.
Final diagram describes transitions between **PreInAirOps, InAir** state an

aced the operations that correspond to landing in the submachine state **LandingOps**,
e put into **PreInAirOps.** Takeoff operations are also part of **PreInAirOps,** so we put

d **LandingOps** submachine state**.**