|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tiers for Company (Value function: Profit)** | | | **Attributes** | **Design variables** |
| **SYSTEM** (Bomber Aircraft) | | | Cost, Revenue | Number of Aircraft (n) |
| **Subsystem level 1** | **(SS1)** Wing | |  | Type of wing, Mass of payload |
| **(SS2)** Fuselage | |  | Length of fuselage |
| **(SS3)** Tail | |  | Material of tail, Type of tail |
| **(SS4)** Landing gear | |  | Type of landing gear (tail dragger, tricycle,etc) |
| **(SS2)** Engine | |  | , Type of engine |
| **Subsystem level 2** | Wings | **(SS1)** Spar |  | Material of spar, Length of wing, Length of chord |
| **(SS2)** Ribs |  |  |
| **(SS3)** Skin |  | Length of wing, Length of chord |
| Fuselage | **(SS1)**Frames |  |  |
| **(SS2)** Longerons |  | of longerons,  Length of fuselage |
| **(SS3)** Skin |  |  |