

LandingGear{untitled-ontology-44}

isVariable=false

LgOfLs 1

LgOfHd isVariable=false

1

1

Handle

isVariable=false

handleState:({"down", "up"})

isVariable=true

HD1:
handleState="down"
-> <<instanceOf>>

3

LandingSet

isVariable=false

landingSetState:({"
ls_extended", "ls_
retracted"})

isVariable=true

LS1:
-> <<instanceOf>>

landingSetState="

ls_extended"

LgOfLs

LG1{untitled-

ontology-44):
landingGearState=
"lg_extended"

LgOfLs

LgOfLs

LS3:
-> <<instanceOf>>

landingSetState="ls_extended"

LS2:
-> <<instanceOf>>

landingSetState="ls_extended"