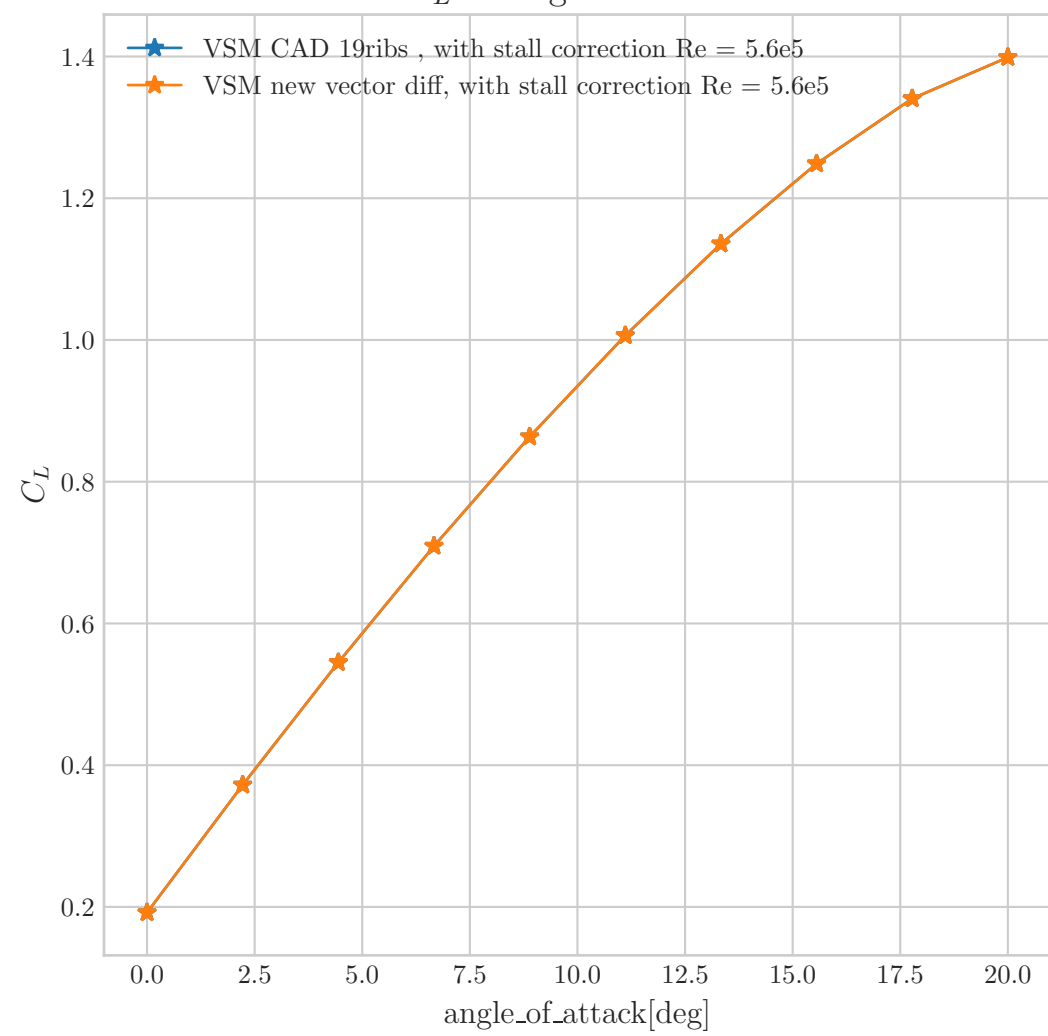
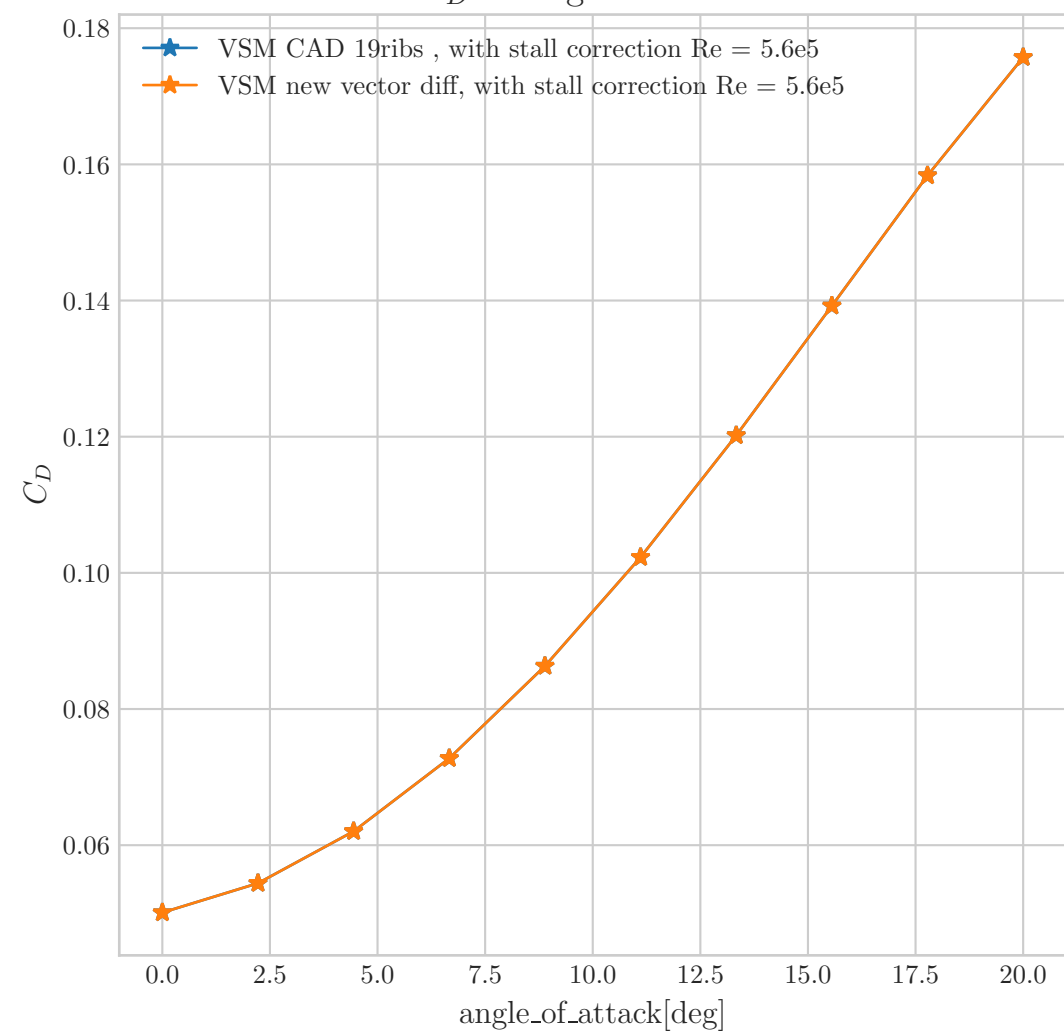
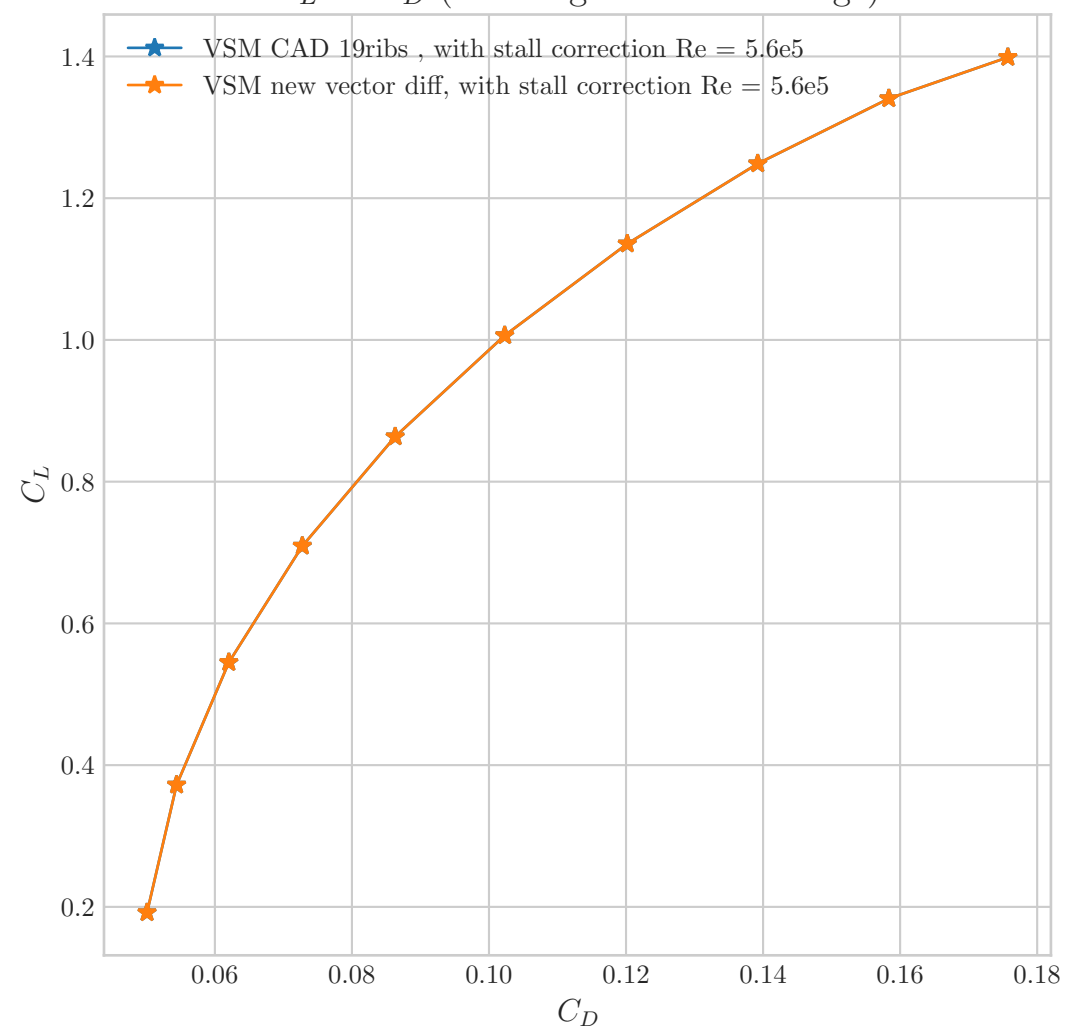


C_L vs angle_of_attack C_D vs angle_of_attack C_L vs C_D (over angle_of_attack range) C_L/C_D vs angle_of_attack