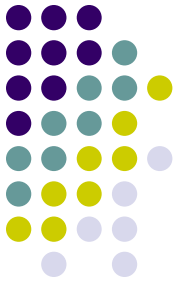


Java 100/105/200

2 Object oriented programming





Project management and entities

OO DEVELOPMENT



Project stages

- Analysis
 - Understanding and communicating scope
 - High-level models
 - Business language
- Design
 - Understanding how to accomplish goals
 - More detailed models
 - Technical language
- Development
- Maintenance



Traditional analysis

- Collect needs to define scope
- Organize needs by categories
- **Process** decomposition
 - Identify process flows
 - Break large processes into smaller
 - Break processes into tasks
- Define **data entity** structure to support tasks
- Move to design/development



OO analysis

- Collect needs to define scope
- Organize needs by categories
- **Process flow decomposition (use cases)**
 - Identify process flows
 - Break high-level processes into smaller
- Define **data entities** in processes
 - Break processes into tasks
 - Add detail to data entities
- Move to design/development



OO advantages

- Easier to maintain
- Modules organized by entity (important data)
- Better architecture



OO entities

- A entity/class has two parts
- Data parts grouped together by entity
 - Date **of sale**
 - Price **of sale**
 - Seller **of sale**
 - Buyer **of sale**
- Processes grouped together by entity
 - **Print** address card of **student**
 - **List students** addresses by state
 - **Find student** by ID



OO entities

- Business entities can encapsulate real-world data in four major categories
 - **Physical**—a person, place, thing
 - **Role**—information/permissions for tasks
 - **Event**—a time bounded/related occurrence
 - **Reference**—look-up table data or constants
- Design entities are abstractions to manage other entities
 - see Peter Coad —Java Design



The object data structure

CLASSES & OBJECTS



A relational data structure

- A relational database
 - is defined by a **table** (the schema)
 - divided into **fields**
 - assigned a data type
 - has data created in **rows**
 - is uniquely defined by a primary key
 - can tie to other rows by storing a foreign key
 - sometimes has a **stored procedure** that operates on a table of data



An object data structure

- A object
 - is defined by a **class** (the schema)
 - divided into **fields** or instance variables
 - assigned a data type
 - has data created in **objects**
 - is uniquely defined internally
 - can tie to other objects by storing a reference
 - sometimes has a **method** that operates on a class of data



Relational vs. OO

- Program entities = database = spreadsheet
- Class = table schema = Excel tab
- Object = row of data
- Instance = object
- Instantiate = create
- Instance variable = field which holds data
- Member = field or method in class



Defining the class (schema)

- Usually nested in a package
- Starts with an access modifier (none, **protected**, **public**)
- Uses the keyword **class**
- Ends with a class name which uses identifier rules
 - style convention is using a Capital letter first
- A code block follows



Class data structure

- An instance variable (field) has
- an access modifier –usually **private**
- a data type
- a variable name



Data analysis

- The purposes for having an object use an instance variable are to
- **Remember** an association to another object
- **Track** the state of a piece of data or object
- Use to generate a **report** in the future



Class as a data type

- The name of a class can be a data type
- Aggregation (composition)
 - using a complex structure of a class as a field in another class
 - just like making a foreign key to primary key relationship
 - parent/child relationship



Constructors

- The only way to create an object
- Like adding a row to a table
- Uses the class name as a method name
- Default constructors are provided by default and can be publicly called
 - `new Person();`



Reference → object

- A reference has a datatype
- **Car** c
- An object has a datatype
- new **Car**()
- When the object is created, it must be assigned to a reference for reuse.
- **Car** c ← new **Car**();
- The datatypes must be compatible
- **Car** c = new **Car**();



Basic steps of object use

- **Declare** a variable reference (holds an object)
 - uses the class name as data type
 - **Person me;**
- **Create** the object (an empty container)
 - uses keyword **new** and a constructor method
 - **me = new Person();**
 - **Person me = new Person();**
- **Initialize** the fields in the object
 - direct access fields by **object.field**
 - **me.name = “Doug”;**



Exercise

- Create a **Dog** class with a few fields
- Create a **Person** class with a few fields
- Aggregation
 - Add a owner field to the **Dog** class
 - Initialize the fields of the Dog
 - Print the data from the fields



Many references, no object

- An object can have multiple references
 - Dog fido, rover, max, spot;
 - fido= new Dog();
 - rover = fido;
 - max = fido;
- References don't point to other references
- A reference can point and object or to no object
 - System.out.println(spot)
 - fido= null;



Exercise

- Share an object between two references
- Null one of the object references
- Create a new object for the null reference
- Print out field data to confirm what is happening.



Garbage collection

- Objects without reference are removed from active memory.
- A background thread is constantly looking for candidates for GC.
- You can't control GC.



Class data structure - static

- keyword applied to field
- does not copy value to all objects, keeps one copy accessible via the class name
 - Data can change! - updateable
- One value for all Dog objects
 - static Person veterinarian
 - static double officeVisitRate
 - static String kennelName
- Reference
 - Dog.veterinarian, Dog.officeVisitRate, Dog.kennelName



static or instance?

- **A class to hold the data** –the data field
 - **HouseLoan**-Prime rate as of today.
 - **BondFilm**-The person who plays James Bond in a 007 film.
 - **Employee**-Your salary
 - **MileageMeasurement**-The distance between Omaha and KC
 - **Person**-Social security number
 - **KidsGreenRide**-The minimum height for riding a type of kid's ride at Worlds of Fun
 - **Meal**-Total calories



Exercise

- Create a static field for a Dog or Person



Simple data structure for multiple values or references

ARRAYS



The array (object)

- An object that hold multiple values/references of any one data type.
- Built in to the language so it's fast
- Fixed length (will not expand)



Declaring arrays

- Square bracket set follows data type
 - `String[]`
 - `int[]`
 - `Dog[]`
- Identifier follows data type
 - `String[] roster`
 - `int[] scorebook`
 - `Dog[] kennel`



Creating arrays

- Size must be declared when an array is created.
 - `String[] roster = new String[5];`
 - `int[] scorebook = new int[25];`
 - `Dog[] kennel = new Dog[15];`
- Or use initialization (see later)



Initializing arrays

- Zero based counting
 - `roster[0] = "Doug";`
 - `scorebook[24] = 97;`
 - `kennel[1] = new Dog();`
- All values not initialized will have
 - Null if a reference
 - Zero or false if a value



Quick creation & initialization

- Multiple value creation & initialization
 - `String[] roster = {"Doug", "Dave", "Teri", null, null, null};`
 - `int[] scorebook = {96,93,83,86,79,96,82,88,0,0,0};`
 - `Dog[] kennel = {`
 - `new Dog(),`
 - `new Dog(), null`
 - `};`
- Also known as array initializers



Anonymous arrays

- Sometimes you don't need to save the reference
 - `public static void iNeedAnArray(int[] numbers){...}`
 - `iNeedAnArray(new int[] {1,2,3,4,5,6});`
- Easier and clearer
 - `int[] ints= {1,2,3,4,5,6};`
 - `iNeedAnArray(ints);`



Multi-dimensional arrays

- Array references can be stored in an array to make an array of arrays.
 - `Egg[] eggCarton= new Egg[12];`
 - `eggCarton[0] = new Egg();`
 - `Egg[][] eggCrate= new Egg[30][];`
 - `eggCrate[1] = eggCarton;`
 - `Egg[][][] eggTruck= new Egg[96][][];`
 - `eggTruck[2] = eggCrate;`
- How many eggs are in the eggTruck?



One field, no methods

- Arrays don't do much.
- Get the size of the array with
 - `Dog[] kennel = new Dog[5];`
 - `kennel.length`
- More static methods are found in `Arrays`
 - `Arrays.sort(roster);`
 - `Arrays.toString(kennel);`
 - `Arrays.deepToString(eggTruck);`



java.util.Arrays

- Because there is no Array class, there is a utility class
- static methods
 - `int binarySearch(array)`
 - `array copyOf(array), array copyOfRange(array)`
 - `fill(array, value)`
 - `sort(array), sort(array, from, to)`



Enhanced for loop

- foreach
- Traditional for loop
 - `for (inti = 0; i< kennel.length; i++) {`
 - `kennel[i].bark();`
 - `}`
- All iterable items, beginning to end
 - `for (Dog dog: kennel) {`
 - `dog.bark();`
 - `}`



The main() args array

- On the command prompt you run a program by typing
 - `java package.Class`
- If you add program arguments they follow:
 - `java package.Class one too tree "fo wah"`
- The `...main(String[] args) {...}` parameter is initialized with the arguments

Iterating over command line input (CommandLineArgs)



- **public static void main(String[] args) {**
- **for (String string: args)**
 {System.out.println(string);
- }
- }

Exercise (CommandLineArgs)



- Create a class that
- Uses a foreach loop to iterate over the main's args
- And prints out each one.

Command line input -Eclipse



- After running a program, the run configuration is saved.
- Open up the run config that you want args for
- Add the program arguments



Exercise (ArraysTest)

- Duplicate your `CommandLineArgs` class and
- Sort the args
- Print out the result
- Print out the `Arrays.toString()` of the args



varargs

- last parameter, one datatype, like an array
- Old style
 - `static void test(int[] numbers)`
 - `test(new int[] {1, 2, 3});`
- vararg style
 - `static void test(int... numbers)`
 - `test(1, 2, 3)`
 - `test()`
 - `static void test(String s, int... numbers)`



printf

- `printf(<formatted string>, args...)`
- `System.out.printf("I want a %s with %s and a %s.", "Corvette", "a sun roof", "set of new tires");`
- `System.out.printf(" My %d %s cost $%,.2f\n", 2016, "computer", 2442.32789);`



Sending a message to an object

INSTANCE METHODS



Two class code sections

- One part of the class is data definition
- The other part is defining processes that use the data by default.
- like associating a stored procedure with a table
- Separate the two sections in your code by comments to see easier.



Instance methods

- Instance methods do not use the keyword **static**
- static methods are called class methods
- Called not by prefixing class name but by the object.
- `me.printProfile();`
- The object becomes an argument to use in the method body.



Static vs instance

- Calls
 - `Person.printName(aPerson);`
 - `aPerson.printName();`

```
public static void printName(Person someone) {  
    System.out.println(someone.firstName+ "  
    " + someone.lastName); }
```

```
public void printName( ) {  
    System.out.println(firstName+ " " +  
    lastName); }
```




this

- The object that is being talked to must be created before
- `Person me = new Person();`
- `me.printProfile();`
- The method doesn't know the object being talked to so must use a proxy word –**this**
- `public void printProfile() {`
- `System.out.println(this.name);`
- `}`

this



- The keyword `this` is often assumed and not written.
- Best practice: use `this`, always!

```
System.out.println(name) ;
```

```
System.out.println(this.name) ;
```



Exercise

- Dog class
 - Create a bark() method
 - Create a bark(int howManyTimes) method
 - Create a getDataInOneString() method
- optional methods
 - goOutside()
 - celebrateBirthday()



Reusability

- If you copy and paste your code, you're doing something wrong.
- Either call the method
- Or extract a method and call it from all places
 - Eliminate bugs
 - Adds meaning



Revisiting static

- Different for methods than fields
- Static methods
 - Can use static data or object arguments
 - Can't use **this**—no implicit object
- Use for grouping utility methods when the object could be anything
- Use instance methods when the object is very likely one data type



Static blocks

- Static variables (no unique storage for each object) can be set
- When declared
- When ever any object feels like it
- Some static variables need to be declared before object is created
- And it takes code to run it (database connections)
- Use **static** {...init here... }



Unchangeable variables

- Some variables should not be changed once set in the object.
- Locked field
- The keyword **final** prevents updates
 - final String SSN



Constants

- A constant is unchanging therefore it uses the keyword **final**
- A constant only needs one copy for all objects of the class therefore it uses the keyword **static**.
- A constant identifier is usually put in all caps and uses an underscore as a word separator
 - `public static final double PI = 3.141592653589793`
 - `public static final String SPECIES = "Canis lupus"`



final or not?

- **A class to hold the data** –the data
- **HouseLoan**-Prime rate as of today.
- **BondFilm**-The person who plays James Bond in a 007 film.
- **Employee**-Your salary
- **MeasurementInMiles**-The distance between Omaha and KC
- **Person**-Social security number
- **KidsGreenRide**-The minimum height for riding a kid's ride at Worlds of Fun
- **Meal**-Total calories



Getters and setters

- Private data can not be accessed outside of the class code block.
- Public methods can be written to allow access to private data.
 - `public <datatype> get<Field>()`
 - `public void set<Field>(datatype field)`
- Eliminate to restrict read/write access



Getters and setters - uses

- Get
 - check authorization to get data
 - notify another object on access
 - transform output based on caller
- Set
 - validate data coming in and process
 - implement business rules here
 - record old data in case of reversal/veto
 - notify another object on change



Getters and setters

- Your IDE will generate both for you
 - Eclipse: Source / Generate Getters and Setters...
 - Insertion point: after the last field of your class
 - Select all getters and setters
- Place in a separate section of the methods



Calling getters and setters

- Use getters and setters at all times
- even in the same class where private data is accessible.
 - `me.setName("Doug")`
 - `String name = me.getName();`



Exercises

- Add getters and setters to **Person** and **Dog**
- Access getters and setters
- initialize the pet and owner fields



toString()

- The toString() method converts the object data into a String when attempting to print it
 - System.out.println(fido.toString());
 - System.out.println(fido);



toString() – Eclipse

- Source / Generate toString()...
- Select All (default)
- Insertion point: before method of your class
- Delete comments
- Leave @Override, even though it's optional



Exercise

- Generate toString() methods for **Person** and **Dog**
- Print out objects



Common class tasks

- Always create
 - Data structure
 - Getters/setters
 - toString()
 - Unique behavior (methods) if known
 - 2 constructors –no-args and all-args
- Optional
 - Static member (field or method)
 - Constants
 - equals(), hashCode(), compareTo() -sorting



Random numbers

- `java.util.Random`
 - `Random generator = new Random();`
 - `int i= generator.nextInt();`
 - number between 0 and maximum int
 - `int i= generator.nextInt(100)`
 - number between 0 and up to 100
 - `double d = generator.nextDouble();`
 - number between 0 and 1.0
- `Math.random()`
 - returns number between 0 and up to 1.0



Payroll (200) - Requirements

- Trigger –print check for an employee id
- Flow
 - Look up employee by id
 - Create an employee
 - Create a check to record for later
 - Set up a layout for a check
 - Tell the check to print employee's amount
 - Look up the current wage
 - Calculate amount (wage * hours worked)
 - Print amount in layout



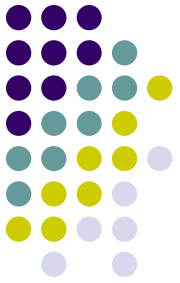
Payroll (200) - classes

- Employee
 - **id, name, payGrade, hoursWorked**
 - *findById(int)*
- PayRate
 - constants
 - *findHourlyWageForPayGrade(String)*
- Check
 - **amount, checkLayout**
 - *printForEmployee(Employee)*



Payroll (200) classes

- PrintLayout
 - **description**
 - *createCheckLayout()*
- Comptroller
- main()
 - with instructor: create an employee and print a check for the employee.
 - `printCheckForEmployeeID(int)`
- Create classes, method stubs, **fields**, gets/sets, `toString()` in a payroll package.



Initializing your data structures

CONSTRUCTORS



Purpose

- To provide convenient way of initializing objects
- To provide default values for any object
- To allow / disallow the creation of objects



Default constructor

- The default constructor is always available if no other constructor has been written
- If you write it yourself, it looks like:
 - `public Person() {`
 - `super();`
 - `}`



Default constructor –IDE

- Press Ctrl-spacebar in the class code block
- Select the default constructor
- Constructors have the little C on the icon
- Delete the comment



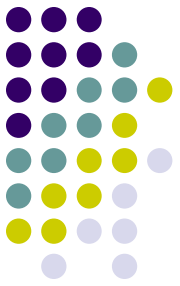
Exercises

- Add a no-arg constructor to both a **Person** and **Dog** class
- Add a `printInfo` say what class this is and “no-arg constructor”
- Add default data by the set methods in the constructors.
 - Should the Dog always create a default Person as its owner?
 - It's not always the case that the Person should have a default Dog so we won't do that.



An all-field constructor

- Will allow you to initialize all of the fields of the object at once
 - Shortcut: Source / Generate Constructor Using Fields...
- `public Dog(String name, int age) {`
 - `this.name = name;`
 - `this.age = age;`
- `}`



Updating to use gets/sets

- Click on direct field access
- Hover on direct field access and select generate getters and setters or
- Shortcut: Refactor / Encapsulate Field / OK
- Do for each field



Exercise

- Create the all-arg constructors in Dog and Person
- Add the println() to identify the constructor being run
- Test all-arg constructors
- Create a Person with a Dog



Shadowing

- When a variable uses the name of another variable and makes it unavailable
 - `public Dog(String name, int age) {...`
 - `this.name = name`
- Avoid shadowing, it's confusing
- Use prefix to help understanding
 - `public Dog(String _name, int _age) {`
 - `name = _name;`
- Even better, use `this.setName(name)`



DRY in constructors

- All-arg constructor has all the logic we need.
- Have the no-arg constructor call the all-arg
- **this** has two uses: object proxy, constructor redirect in the same class.



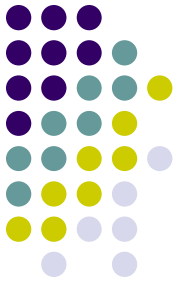
Exercise

- Tie the no-arg and the all-arg constructors together in both Person and Dog
- Have the no-arg call the all-arg constructors
- Have any logic in the no-arg constructor move to the all-arg constructor



Exercise (105/200)

- fields
 - **double firstNumber**
 - **double secondNumber**
- Instance methods
 - `calcSum()`, `calcDifference()`
- common members
 - `toString()`, `gets/sets`, constructors (no-arg, all-fields)
 - `main()` to test all methods



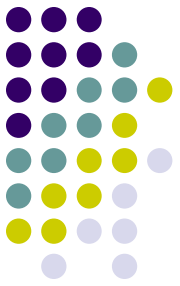
One class “is-a-special-type-of” another class

INHERITANCE



Inheritance

- a relationship between two classes based on wrapping behavior
- The goal is to use that shared behavior to achieve code reuse (polymorphism)
- Lets you use two objects with different datatypes as one type to reuse one method
- vs. an association
- preferred when possible
- combining data into one entity



Inheritance vs composition

- Aggregation and composition are stronger choices



Demo

- Show shared behavior/fields through using aggregation
- Show direct access of shared behavior using delegate methods



Motivation

- Use inheritance when you need
 - to access a common method on many different data types
 - to write a method that accepts multiple data types based on what they do (there's a better way)
 - Customize a class from another library



Terminology

- Superclass
 - base class –generalized, shared behavior
- Subclass (subtype)
 - derived class –specialized, unique behavior
 - Say “a subclass is a special type of superclass”
- a Person is a special type of Object
- an Employee is a special type of Person
- a Teacher is a special type of Employee



Implementation

- **Extends** keyword
 - RaceCar extends WheeledVehicle
 - HuntingDog extends Dog
 - TV extends RemoteControlledDevice
- apply the “is-a-special-type-of” test
 - a RaceCar is a special type of WheeledVehicle
 - a HuntingDog is a special type of Dog
 - a TV is a special type of RemoteControlledDevice



Object class

- All classes inherit from Object
- Dog is a special type of Object
- Object has several useful methods
 - toString()
 - equals()
 - many others concerned with threads



Behavior expansion

- A subclass is not a subset
- Sub means **specialized** not “a smaller part”
- Subclasses
 - have more functionality
 - have more fields they can store
 - are a way you can add your personalized touch to an existing class



Inherited fields/methods

- No private fields/methods will be available in the subclass
- The subclass can access any method it knows about
- The subclass can access any method from any of its superclasses



Exercise

- Make sure to have a **Dog** class
 - print out object in the constructor
- Create a **HuntingDog** class with
 - an inheritance relationship to **Dog**
 - a hunt() method
 - a field for specialty
 - gets and sets
 - constructor with a default value for specialty



Stopping inheritance

- Some class designers want to prevent you from subclassing their work
- The keyword **final** prevents this
 - public **final** class String { ...
- String can not be subclassed



Overriding

- Overriding is using the same method signature in the subclass as the superclass
- This “hides” the superclass call (not the behavior).
- `@Override` is a compiler check to make sure that the method really does match the superclass method.



Overriding shortcuts

- Two methods
- Ctrl-spacebar in the class code block to get suggestions for overrides
- **Source menu**
 - Implement methods or interface will be used later.



Stopping overriding

- Some method writers want to prevent you from overriding their work
- The keyword **final** prevents this also.
- `public final void someMethod() { }`
- Prevents polymorphic use to the subclass

Accessing overridden methods



- Once you override a method, you should want to append to its behavior.
- Use `super` before the method name to access the superclass method of the same name.
 - `super.toString()`



Exercise

- Add the toString() method to the **HuntingDog**
- **Eclipse**: use the Generate toString()...
- select specialty
- select inherited methods / toString()



Abstract vs. concrete

- Concrete classes can make objects
- Abstract classes can not make objects
 - `public abstract class Animal { }`
- Used on a class when method signature is declared but has no code
 - `public abstract void eat();`
- Abstract classes are used to guarantee that any related class has that behavior
- “a template class”



Inheriting an abstract class

- Inheriting an abstract class forces you to implement the abstract methods
- Let the IDE implement the method for you:
- Eclipse -Ctrl-spacebar at start of line will override the method. Clicking the lightbulb also works.

```
public class Dog extends Animal {  
    public void eat( ) { }  
}
```



Constructors & inheritance

- Constructors are set up to achieve a division of labor based on the fields in their respective classes
- A superclass has one field, it should only initialize that field in its constructor
- A subclass also has one field, it should provide a constructor with two fields and pass the data to its superclass.



Constructors & inheritance

- HuntingDog
 - hunt(), toString()
- Dog
 - bark(), toString()
- Animal
 - eat()



How to build an object

- Object
 - toString()
- new Object()
- new Animal()
- new Dog()
- new HuntingDog()



Construction process

- **super()** calls the superclass no-arg constructor
- **super()** is a default call for the first statement of any constructor unless **this()** is called
- Object creation starts with an Object class constructor, then runs the subclass constructor, then the next subclass...



Object layers

- The data for an object is initialized from the core outward to the last subclass
- The constructor call is for the last subclass so it must pass the data to the next superclass

```
public Subclass(datatype arg1, datatype arg2) {  
    super(arg1) ;  
    this.arg2 = arg2  
}
```

Creating constructors with IDEs



- Use Source / GenerateConstructor Using/With Fields
- Change the super constructor to invoke to the all-args



Exercise

- Create the Dog / HuntingDog constructors
- chain the constructors
- no-arg or partial constructors call all-arg constructors
- all-arg constructors call superclass' all-arg constructors



Superclass references

```
Object o1 = new Object( );  
Object o2 = new Dog( );  
Object o3 = new HuntingDog( );  
Dog d = new HuntingDog( );  
Object[ ] objects = {o1, o2, o3, d }
```



Object layers

- **References to object layers**
- Object references only allow access (scope) to the layer and inner layers (supertypes) they point to.
- Overridden methods allow access to a method only if a method by that name is in scope.
- You can increase the scope by creating a reference to the outer layer data type (subtype) by casting the inner layer reference type.



Casting references

- Casting to a superclass is always OK
 - `Object[] objects = {o1, o2, o3, d }`
- You must confirm casting to a subclass
 - `Dog d1 = (Dog) objects[1];`
 - `HuntingDoghd= (HuntingDog) objects[2];`
- You only can cast to a data type in the object's layers.
 - `Dog d2 = (Dog) objects[0]; // not a Dog object`



Exercise (ReferenceTest)

- Create a HuntingDog and an Object
- Put the objects into an array
- Print out both objects by array references
- Cast and use the array objects to
 - Animal
 - Dog
 - HuntingDog



Polymorphism

- Sending the same message to objects of different classes and getting different results.
 - `anAnimal.toString()`
 - `aDog.toString()`
 - `aHuntingDog.toString()`
- Most often implemented by methods tied by overriding so we get useful results



Polymorphic methods

- Methods that use superclasses in parameter datatypes can be polymorphic
- Implement this code.



Object oriented principles

- Any OO language must support three major principles
- **Encapsulation**—the definition of the fields, the behavior, and the access to those elements.
- **Inheritance**—the ability to relate two classes so that fields & behavior is shared
- **Polymorphism**—the ability to send the same message to objects of different classes and get different results.



Vehicle exercise (100)

- Set up classes and methods for
 - Vehicle (abstract)
 - moveForward(), abstract park()
 - abstract turn() –turnRight() or turn(“right”) ?
 - WheeledVehicle
 - brake(), toString()
 - FlyingVehicle
 - takeOff(), land(), toString()
 - FloatingVehicle
 - ffloat(), toString()



Vehicle exercise (100)

- Set up fields and constructors for
 - Vehicle (abstract)
 - driver, velocityMPS
 - WheeledVehicle
 - numberOfWheels
 - FlyingVehicle
 - flyingAltitude
 - FloatingVehicle
 - dockedAt



Vehicle exercise (100)

- Create a Valet class
- Inherit from Person (with a name field)
 - main ()
- Create an array of vehicles
- Initialize them
- Move each forward then park the vehicle
 - parkVehicle() method
- Greet the driver by name, use the valet name also
- Tell them you will be parking their type of vehicle
 - getClass().getName()



Issues

- FloatingVehicle
 - dive()
- FlyingVehicle
 - dive()
- Seaplane
 - wheeled, floating, flying
- Helicopter
 - doesn't have all flying capabilities
 - rotor-based flying, wing-based flying ?

Person/Org exercise (105/200)



- Person
- Organization
- Telephone
- Address
- Email