Namespace BrusOgPotetgull.AirportLiberary

Classes

[Aircraft](#)

The Aircraft-class is a blueprint for how an aircraft would look like.

[Airport](#)

This class is used to configure an airport and holds all its components.

[ArrivingEventArgs](#)

Contains the arguments needed to handle the event for when an aircraft is landing.

[ConnectionPoint](#)

This class represents a point of connection on the airport roadsystem. This can hold the connection one taxiway has to several others. Each taxiway has two connection points.

[DepartingEventArgs](#)

Contains the arguments needed to handle the event for when an aircraft is departing.

[Flight](#)

The Flight-class is defined with the aircraft that is used in the flight, together with some components on the airports its using. Examples of components: taxiways, gates and runways.

[Flight.Arriving](#)

The Arriving-class represents an arriving flight. The class inherits from the Flight-class.

[Flight.Departing](#)

The Departuring-class represents a departing flight. The class inherits from the Flight-class.

[Gate](#)

The gate class is used to define how a gate is designed. It holds fields for the status of the gate and allowed aircraft types.

[Runway](#)

The runway class is used to define how a runway is designed. It is also used to conduct operations on the runway.

[Taxiway](#)

The taxiway class is used to define how a taxiway is designed. It is also used to conduct operations on the taxiway.

[Terminal](#)

The terminal class is an area in the airport that can host a set of gates.