As an air traffic controller

So I can get passengers to a destination

I want to instruct a plane to land at an airport

|  |  |
| --- | --- |
| **Objects** | **Messages** |
| Air traffic controller | instruct |
| Passengers |  |
| Destination |  |
| Plane | land |
| Airport |  |

Airport ← land → Plane

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As an air traffic controller

So I can get passengers on the way to their destination

I want to instruct a plane to take off from an airport and confirm that it is no longer in the airport

|  |  |
| --- | --- |
| **Objects** | **Messages** |
| Air traffic controller |  |
| Passengers |  |
| Destination |  |
| Plane | take\_off |
| Airport | plane\_at\_airport? |

Airport ← take\_off → Plane

Plane ← plane\_at\_airport? → true/false

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As an air traffic controller

To ensure safety

I want to prevent landing when the airport is full

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| --- | --- |
| **Objects** | **Messages** |
| Air traffic controller | prevent\_landing |
| safety | ensured? |
| Airport | airport\_full? |

Airport ← full? → true/false → prevent\_landing if true

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As the system designer

So that the software can be used for many different airports

I would like a default airport capacity that can be overridden as appropriate

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| --- | --- |
| **Objects** | **Messages** |
| System designer | override\_capacity |
| Software | be\_used |
| Airport | default\_capacity |

DEFAULT\_CAPACITY ← override\_capacity → new\_capacity

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As an air traffic controller

To ensure safety

I want to prevent takeoff when weather is stormy

|  |  |
| --- | --- |
| **Objects** | **Messages** |
| Air traffic controller | prevent\_takeoff |
| safety | ensured? |
| Weather | stormy? |

Weather ← stormy? → true/false → prevent\_take\_off if true

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As an air traffic controller

To ensure safety

I want to prevent landing when weather is stormy

|  |  |
| --- | --- |
| **Objects** | **Messages** |
| Air traffic controller | prevent\_landing |
| safety | ensured? |
| Weather | stormy? |

Weather ← stormy? → true/false → prevent\_landing if true

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