```
In [ ]: | import numpy as np
        class DragComponent:
            def __init__(self, C_f=None, FF=None, Q=None, S_wet=None):
                self.C_f = C_f
                self.FF = FF
                self.Q = Q
                self.S_wet = S_wet
            def CalculateDrag(self):
                return self.C f * self.FF * self.Q * self.S wet
        def dragDragComponents(M, rho, V, mu):
            wing = DragComponent()
            hTail = DragComponent()
            vTail = DragComponent()
            nacelle = DragComponent()
            fuselage = DragComponent()
            wing.Q = 1
            hTail.Q = 1.04
            vTail.Q = 1.04
            nacelle.Q = 1.3
            fuselage.Q = 1
            wing.S_wet = 1678.729
                                       #ft^2
            hTail.S_wet = 186.192
            vTail.S_wet = 286.139
            nacelle.S_wet = 127.751
            fuselage.S_wet = 1830.348
            # Reference Lengths for Cf
            fuselage_L = 79
            nacelle_L = 18.543
            wing_L = 7.15871
            h tail L = 4.59891
            v_tail_L = 11.3088
            ReW = (rho * V * wing_L) / mu
            ReH = (rho * V * h_tail_L) / mu
            ReV = (rho * V * v_tail_L) / mu
            ReN = (rho * V * nacelle_L) / mu
            ReF = (rho * V * fuselage_L) / mu
            # Max thickness of wings and tails (ratio)
            tc_wing = 0.096093
            tc_h_tail = 0.119119
            tc_v_tail = 0.119119
            # Chordwise location of max thickness (ratio)
            xc wing = 0.35749
            xc_h_{tail} = 0.298547
            xc_v_{tail} = 0.298547
            # Sweep angle of wings and tails IN RADIANS
            gammaW = 0.087266
                                 #rad
            gammaH = 0.279253
            gammaV = 0.715243
            # Fuselage form factor
            Amax = 86.1771 # Maximum cross sectional area of fuselage
            f = fuselage_L / (np.sqrt((4/np.pi)*Amax)) # Fineness Ratio
            if f < 6:
                fuselage.FF = (0.9 + (5 / (f**1.5)) + (f/400))
            else:
                fuselage.FF = (1 + (60 / (f^{**}3)) + (f/400))
            # Nacelle form factor
            nacelle.FF = (1 + (0.35/f))
```

```
# Wings and tails
wing.FF = (1 + (0.6 / xc_wing)*tc_wing + 100*(tc_wing**4)) * (1.34 * (M**0.18)*(np.cos(gammaW)**0.28))
vTail.FF = (1 + (0.6 / xc_v_tail)*tc_v_tail + 100*(tc_v_tail**4)) * (1.34 * (M**0.18)*(np.cos(gammaV)**0)
hTail.FF = (1 + (0.6 / xc_h_tail)*tc_h_tail + 100*(tc_h_tail**4)) * (1.34 * (M**0.18)*(np.cos(gammaV)**0)
# print('formfactor', wing.FF, vTail.FF, hTail.FF)

def Cfcalc(Re, wL, wT):
    Cf_lam = 1.328 / np.sqrt(Re)
    Cf_turb = 0.455 / (((np.log10(Re))**2.58) * ((1 + 0.144*(M**2))**0.65))
    Cf = (Cf_lam * wL) + (Cf_turb * wT)
    return Cf

wing.C_f = Cfcalc(ReW, 0.5, 0.5)
hTail.C_f = Cfcalc(ReH, 0.5, 0.5)
vTail.C_f = Cfcalc(ReF, 0.25, 0.75)
nacelle.C_f = Cfcalc(ReN, 0.1, 0.9)

return [wing, hTail, vTail, fuselage, nacelle]
```