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import numpy as np
import math
import helpers
import edges
class Boom():
    def __init__(self, number, coordinates, stringer_area, neutral_axis):
        self.neutral axis = neutral axis
        self.coordinates = coordinates
        self.adjacents = []
        self.stringer_area = stringer_area
        self.dist_neutral_axis = 0.0
        self.area = 0.0
        self.z dist = 0.0
        self.y_dist = 0.0
        self.number = number
        self.dist origin coordinates = 0.0
        self.bending_stress = None
    def calc_distance_neutral_axis(self):
        self.dist_neutral_axis = helpers.distance_point_line(self.coordinates, self.neutral_axis)
    def calc_dist_origin_coordinates(self):
        self.dist_origin_coordinates = (self.coordinates[0] ** 2 + self.coordinates[1] ** 2) **0.5
    def update coordinates(self, theta):
        rotation_matrix = np.array([[np.cos(theta), -np.sin(theta)],
                                   [np.sin(theta), np.cos(theta)]])
        new_coords = np.dot(rotation_matrix, np.asarray(self.coordinates))
        self.coordinates = new_coords
    def calc_y_dist(self, aileron_geometry):
        self.y_dist = self.coordinates[1] - aileron_geometry.centroid[1]
    def calc_z_dist(self, aileron_geometry):
        self.z dist = self.coordinates[0] - aileron geometry.centroid[0]
    def calculate_area(self, aileron_geometry):
        boom area = self.stringer area
        self.calc_distance_neutral_axis()
        for adjacent_edge in self.adjacents:
            if adjacent_edge.booms[0] != self.number:
                boom = adjacent_edge.booms[0]
            else:
                boom = adjacent_edge.booms[1]
            boom_obj = aileron_geometry.booms[boom]
            boom obj.calc distance neutral axis()
            t = adjacent_edge.thickness
            1 = adjacent edge.length
            if boom_obj.coordinates[0] == self.coordinates[0] and boom_obj.coordinates[1] == - self.coordinates[1]:
                ratio = -1
            else:
                if abs(self.coordinates[1]) < 0.001:</pre>
                    continue
                else:
                    ratio = boom_obj.dist_neutral_axis / self.dist_neutral_axis
            boom_area += (t * 1)/6.0 * (2 + ratio)
        self.area = boom area
```

def calc\_bending\_stress(self, Mz, My, aileron\_geometry):

Calculates bending stresses at given point (z, y) in the particular section of the aileron

:param Mz: Moment distribution at given point in x

:param My: Moment distribution at given point in x

update Bending stress at given point in the cross-section at given point in x direction

"""

moment\_contribution = (Mz \* self.y\_dist) / aileron\_geometry.Izz + (My \* self.z\_dist) / aileron\_geometry.Iyy

self.bending\_stress = moment\_contribution