Class: Drone

* Class Motor
* Class Camera
* int size;
* int weight;
* int x;
* int y;
* int z;
* int direction;
* int speed;
* Class Battery
  + Method – Battery\_remaining
    - Print out remaining battery
* .camera Method – Take a picture:
  + self.camera.picture()
* Method – Move
  + Move(int a, int b, int c)
  + x = a;
  + y = b;
  + z = zc
* Method – MoveX
  + Move(int a)
  + X = a;
* Method – MoveY
  + Move(int b)
  + Y = b;
* Method MoveZ
  + Move(int c)
  + Z = c;
* Method Speed
  + Speed(Int v)
  + // If v = 0, the drone does not move
  + // else if v = 1-19 drone will move in the direction it is facing
* Method face\_direction
  + Facedirection(int w)
  + Direction = w;
  + // if w = 0, the drone does not turn
  + // else if w= 1 – 359 the drone will turn clockwise