

Airplane
<pre> + class Airplane - String _name - int _range - int _speed - int _capacity - int _price - int _fuelCapacity - int _status - City _currCity - double _efficiency - int _tank  + Airplane() + Airplane( String name, int range, int speed, int capacity, int price, int fuelCapacity, City currCity ) + String getName() + int getRange() + int getSpeed() + int getCapacity() + int getPrice() + int getFuelCapacity() + int getStatus() + City getCity() + double getEfficiency() + int getTank() + int setStatus( int status ) + City setCity( City city ) + int setTank( double distance ) + String toString() </pre>

City
<pre> + class City - int _pop - int _xcor - int _ycor - String _name - int _price  + City() + City( String n, int pop, int screenSize , int price) + String getName() + int getPop() + int getXcor() + int getYcor() + int getPrice() + String toString() </pre>

Driver
<pre> + class Driver + static final int SCREEN_SIZE - static InputStreamReader isr - static BufferedReader in - static ArrayList&lt;Airplane&gt; airplanes - static ArrayList&lt;City&gt; cities - static ArrayList&lt;FlightRoute&gt; flights - static int money  - static String planeMenu() - static String cityMenu() - static int fact( int n ) - static ArrayList&lt;FlightRoute&gt; possibleFlights() - static void updateFlights() - static String prompt( String query ) </pre>

## FlightRoute

```
+ class FlightRoute
- City _departCity
- City _arriveCity
- double _distance
- int _profit
- Airplane _plane
- int _tickPrice
- long _timeEnd

+ FlightRoute()
+ FlightRoute( City departCity, City
arriveCity, Airplane plane)
+ City getDeparture()
+ City getArrival()
+ double getDistance()
+ int getProfit()
+ Airplane getAirplane()
+ int getTicketPrice()
+ long getEndTime()
+ City setDeparture( City newCity )
+ City setArrival( City newCity )
+ Airplane setAirplane( Airplane
newPlane )
+ int setTicketPrice( int newPrice )
- void updateDistance()
- void updateProfit()
- int autoCalcPrice()
- void updateTime()
+ String toString()
```

## Shop

```
+ final class Shop
+ static Airplane[] airplanes
+ static String[] cityNames
+ static City[] cities

+ static City popCity()
+ static void removeCity( int index )
```

## Menu (part of GUI)

```
int borderSize, innerBorderSize, bezel,
textSize;
color themeColor;
String title;
T[] contents;

void create()
int maxContent()
```

## MenuItem

```
int x, y, width, height, borderSize, bezel;
int themeColor;
T content;

void create()
```