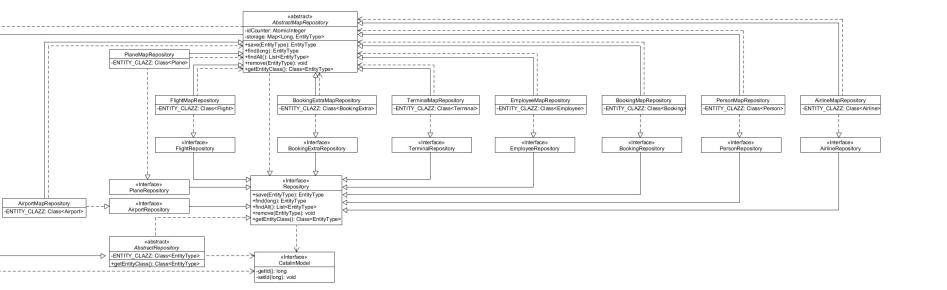


«Interface»



+setAirport(Airport): void