

# Introduction

# Getting Started

# Namespace DataBases

## Classes

### [SatelliteDataBase](#)

Class for database of satellites

# Class SatelliteDataBase


Namespace: [DataBases](#)

Assembly: KeplerSolver.dll








Class for database of satellites

```
public static class SatelliteDataBase
```

## Inheritance

[object](#)  ← SatelliteDataBase

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

## Methods

### AddSatellite(Satellite)

Method for adding satellites to the list

```
public static void AddSatellite(Satellite satellite)
```

## Parameters

**satellite** [Satellite](#)

Name of the satellite

### GetAllSatellites()

"Method" for getting all satellites in list and all of their parameters

```
public static List<Satellite> GetAllSatellites()
```

Returns

[List](#) <[Satellite](#)>

Returns copy of the main \_satellites list

## GetSatellite(string)

Method for searching satellite by name and getting his parameters

```
public static Satellite? GetSatellite(string name)
```

Parameters

name [string](#)

Name of the satellite

Returns

[Satellite](#)

Returns all parameters of the satellite

## RemoveSatellite(string)

"Method" for deleting satellites from the database

```
public static bool RemoveSatellite(string name)
```

Parameters

name [string](#)

Name of the satellite

Returns

[bool](#)

Returns false if satellite == null and deletes satellite from list if satellite != null

## SatelliteExists(string)

"Method" for check if satellite exists in database

```
public static bool SatelliteExists(string name)
```

### Parameters

name [string](#)

Name of the satellite

### Returns

[bool](#)

Returns true if the list has one or more elements with entered name, and false if it is empty

## UpdateSatellite(Satellite)

Method for updating data of the satellite

```
public static void UpdateSatellite(Satellite updatedSatellite)
```

### Parameters

updatedSatellite [Satellite](#)

Satellite object with updated parameters

### Remarks

The most important method in this class. Do not forget to update your satellite's params in database if you changed something

# Namespace GUI

## Classes

### [UserGUI](#)

Console user interface for KeplerSolver orbital mechanics library

# Class UserGUI

Namespace: [GUI](#)

Assembly: KeplerSolver.dll








Console user interface for KeplerSolver orbital mechanics library

```
public static class UserGUI
```

## Inheritance

[object](#)  ← UserGUI

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

## Remarks

Provides interactive menu for satellite creation, orbital calculations, and database management

## Methods

### MainMenu()

Main entry point for the console application

```
public static void MainMenu()
```

## Remarks

Displays interactive menu with options for orbital calculations and satellite management



# Namespace PublicVariables

## Classes

### [Constants](#)

Class containing constants

### [PlanetVariables](#)

Class containing planet parameters

### [Satellite](#)

Class containing satellite parameters

## Enums

### [OrbitType](#)

enum of orbit types

# Class Constants

Namespace: [PublicVariables](#)

Assembly: KeplerSolver.dll








Class containing constants

```
public static class Constants
```

## Inheritance

[object](#)  ← Constants

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

## Fields

### MetersInKilometer

Constant for converting meters to kilometers and vice versa

```
public const double MetersInKilometer = 1000
```

Field Value

[double](#) 

### MinSecs

Constant for converting Minutes to seconds and vice versa

```
public const double MinSecs = 60
```

Field Value



# Enum OrbitType

Namespace: [PublicVariables](#)

Assembly: KeplerSolver.dll

enum of orbit types

```
public enum OrbitType
```

## Fields

**Circular = 0**

Circular orbit with constant altitude

**Elliptical = 1**

Elliptical orbit with varying altitude

**Geostationary = 2**

Geostationary orbit at 35,786 km altitude

**Molniya = 4**

Molniya highly elliptical orbit

**Polar = 3**

Polar orbit with 90° inclination

## Remarks

Contains: Circular, Elliptical, Geostationary, Polar, Molniya orbits

# Class PlanetVariables

Namespace: [PublicVariables](#)

Assembly: KeplerSolver.dll

Class containing planet parameters

```
public class PlanetVariables
```

## Inheritance

[object](#) ← PlanetVariables

## Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Constructors

### PlanetVariables(string, double, double, double)

Constructor for the custom planets. Structure: (name, radius, mass, gravParam)

```
public PlanetVariables(string name, double radius, double mass, double gravParam)
```

## Parameters

name [string](#)

Name of the planet(any string value)

radius [double](#)

Radius of the planet(any double value in kilometers)

mass [double](#)

Mass of the planet(any double value in killograms)

gravParam [double](#)

Gravitational parameter of the planet(any double value in  $m^3/s^2$ )

## Properties

### GravitationalParameter

Gravitational parameter of the planet

```
public double GravitationalParameter { get; set; }
```

Property Value

[double](#)

Any double value in  $meters^3/seconds^2$

### Mass

Mass of the planet

```
public double Mass { get; set; }
```

Property Value

[double](#)

Any value in killograms

### Name

Just the name of the planet

```
public string Name { get; set; }
```

Property Value

[string](#)

Any string value

## Radius

Radius of the planet

```
public double Radius { get; set; }
```

Property Value

[double](#)

Any value in kilometers

## Methods

### CalculateGravParam(double)

Calculates the gravitational parameter via mass. Formula:  $G * \text{mass}$ , where  $G$  is  $6.67430e-11$ (gravitational constant)

```
public static double CalculateGravParam(double mass)
```

Parameters

**mass** [double](#)

Mass of the planet

Returns

[double](#)

Returns the gravitational parameter in  $\text{meter}^3/\text{seconds}^2$

### Earth()

Preset for the planet Earth

```
public static PlanetVariables Earth()
```

Returns

[PlanetVariables](#)

Returns parameters of Earth

## Mars()

Preset for the planet Mars

```
public static PlanetVariables Mars()
```

Returns

[PlanetVariables](#)

Returns parameters of Mars

## Moon()

Preset for the planet Moon

```
public static PlanetVariables Moon()
```

Returns

[PlanetVariables](#)

Returns parameters of Moon



# Class Satellite

Namespace: [PublicVariables](#)

Assembly: KeplerSolver.dll








Class containing satellite parameters

```
public class Satellite
```

## Inheritance

[object](#)  ← Satellite

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

## Fields

### AngularVelocity

Angular velocity of the satellite

```
public double AngularVelocity
```

#### Field Value

[double](#) 

Any value in degrees per second

### ArgumentOfPeriapsis

ArgumentOfPeriapsis - orientation of ellipse in orbital plane

```
public double ArgumentOfPeriapsis
```

Field Value

[double](#) 

Any value within 360 degrees

## CurrentAnomaly

Anomaly of satellite in degrees. Shows where the satellite is currently in its orbit

```
public double CurrentAnomaly
```

Field Value

[double](#) 

Any value within 360 degrees

## OrbitalPeriod

The time of a full revolution around the Planet

```
public double OrbitalPeriod
```

Field Value

[double](#) 

Any value in seconds

## OrbitalVelocity

Orbital velocity of the satellite

```
public double OrbitalVelocity
```

Field Value

[double](#)

Any value in meters per second

## SemiMajorAxis

SemiMajorAxis - half of longest diameter of ellipse

```
public double SemiMajorAxis
```

Field Value

[double](#)

Any value in kilometers

## Properties

### Altitude

Altitude of the satellite above the planet

```
public double Altitude { get; set; }
```

Property Value

[double](#)

Any value in kilometers

Remarks

will determine the future flight speed - the higher the slower, the period of revolution around the earth and the field of view

### Eccentricity

Orbital eccentricity (0 = circular, 0-1 = elliptical, 1 = parabolic)

```
public double Eccentricity { get; set; }
```

## Property Value

[double](#) 

Double value between 0 and 1

## Exceptions

[ArgumentException](#) 

Thrown when value is not in range [0,1)

## Inclination

This is the slope of satellite(0-180, where 0° = equatorial orbit, 90° = polar orbit, 180° = retrograde orbit)

```
public double Inclination { get; set; }
```

## Property Value

[double](#) 

double value between 0 and 180

## Exceptions

[ArgumentException](#) 

Thrown when value is not in range 0-180 degrees

## Name

Just the name of the satellite

```
public string? Name { get; set; }
```

Property Value

[string](#) 

Any name in string

Remarks

If Name is null => Name = 'Unnamed' by default, but it works only if you use AskSatelliteName() method

## OrbitType

The object of the class OrbitType

```
public OrbitType OrbitType { get; set; }
```

Property Value

[OrbitType](#)

Circular, Elliptical, Geostationary, Polar, Molniya