



- 1 . Use interface to better separate inner and outer, more easily to implement and modify 3 specific trick class implement tricks and flight and drone implements movement to execute the movement.
- 2 . One class use an attribute to store a list of other class objects, that's layer and layer, encapsulation.
- 3 . Private field only can assess by method from its own class, that prevents information leaking.
- 4 . Using enum classes to represent unchanged things, to limit the user's input they can only choose from them, they have to chose the record type for each trick(INACTIVEATED for not record).
- 5 . Extra class implement comparator interface for comparing, that is encapsulation as well.
- 6 . Hardcode client input in methods for convenience.