void equaliseWithCabinPressure() throws AirLockException;

if airlock state is not SEALED then

throws AirLockException

otherwise equalises lock pressure with spacecraft cabin pressure

void equaliseWithEnvironmentPressure() throws AirLockException;

if airlock state is not SEALED then

throws AirLockException

otherwise equalises lock pressure with spacecraft exterior environment pressure

void toggleOperationMode() throws AirLockException;

if airlock state is not SEALED then

throws AirLockException

otherwise toggles operationState between MANUAL and AUTO