



Design Advice: At a Class Level

Exercise 1

```
1 class Flight {
2     public:
3         Flight(Aircraft plane, Place orig, Place dest);
4         unsigned int GetMaxSpeed() const;
5         void ScheduleTakeOff(const Time& time);
6         Time GetFlyingTime() const;
7         void AdjustFlightPath(Paths other);
8         void AddPassenger(const Person& p);
9         void RemovePassenger(const Person& p);
10        vector<Person> GetPassengerList() const;
11        Clearance SecurityCheckPassenger(const Person& p) const;
12        unsigned int EstimateNoInflightMeals() const;
13        void SetMealTypeAndNumber(MealType meal, unsigned int num);
14        Rands TotalMealCost() const;
15    };
```

Flight is an example of a monolithic class. What are the different concerns that Flight deals with? Give just the names of smaller, more focused and cohesive classes that you could extract from Flight.