

- Section 1 Introduction
- Airworthiness the object
- Vocabulary of Design
- Section 2 Aerodynamics
- The nature of air
- Arrangement of surfaces
- Drag, flaps and wakes
- Section 3 Performance
- Power for flight
- Reciprocating engines
- Turbine engines - and a range equation
- Section 4 Operational Characteristics
- Fuselages, hulls and floats
- Choice of landing gear
- Longitudinal stability
- Control surfaces
- Lateral and directional stability and spinning
- How big and how heavy
- Section 5 Project Examples
- Layout, including 'Using the back of an envelope' Appendices
- Index