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**public class GarageInterface** Interface between user and the system

**public static class UIValidation** A class in which all syntax checks are performed

**public abstract class Engine** Abstract object representing an engine

**public abstract class Vehicle-** Abstract object representing vehicle

**public class ElectricEngine : Engine-** An object representing an electric engine inheriting an engine

**public class FuelEngine : Engine** An object representing an fuel engine inheriting an engine

**public class Wheel** An object representing a wheel

**public class Car : Vehicle** An object representing a car, inheriting an vehicle

**public class Motorcycle : Vehicle** An object representing a motorcycle, inheriting an vehicle

**public class Truck : Vehicle** An object representing a truck, inheriting an vehicle

**public class Customer** An object representing a client of the garage

**public static class PropertiesValidation** A class responsible for validation in the logic part

**public class VehicleGenerator** A class that creates a new vehicle - building a dictionary that suitable for a specific type of vehicle and then insert the data to vehicle constructor

**public class Garage** Object represents a garage – all of the garage services are performed there

**public class ValueOutOfRangeException : Exception** A class representing an error that is thrown in the case of inappropriate input from a specific range of values

**public enum eFuelType -**Types of fuel for fuled vehicle

**public enum eColor-** Options of possible car's color

**public enum eNumberOfDoors –** Options of possible number of doors in a car

**public enum eLicenseType -** Types of license for motorcycle

**public enum eVehicleType-** Types of vehicles the gargae supports

**public enum eVehicleGarageStatus -** Options of vehicle status in the garage



