

| Car |
|---|
| <ul style="list-style-type: none"> - brand : char[] / * - model : char[] / * - wheels : Wheel[4] - lights : Light - motor : Engine - owner : char* - inShop : bool |
| <ul style="list-style-type: none"> + Car() + Car(...) + ~Car() + SwitchOn() : bool; + SwitchOff() : void; + Drive () : void; +operator= + Car(const Car&) +setOwner(char*) : bool +getOwner() : char* + setInShop(bool) : void + getInShop() : bool |

| Engine |
|--|
| <ul style="list-style-type: none"> - volume : float - currentFuel : float - maxFuel : float - activated : bool - malfunction : bool |
| <ul style="list-style-type: none"> + Engine() +Engine (float volume, float maxFuel, float fuelAmount, bool malfunction) + ~Engine() + setFuel(float) : void + getFuel() : float + getMaxFuel() : float + setMaxFuel(float) : void + getVolume() : float + setVolume(float) : void +setActivated(bool) : void +getActivated() : bool +activate(bool) : void + getMalfunction() : bool + setMalfunction(bool) : void |

| Wheels |
|--|
| <ul style="list-style-type: none"> - psi : int - radius : float - flat : bool |
| <ul style="list-style-type: none"> + Wheels() + Wheels (int, float, bool) + ~Wheels() + setPsi(int) : void + getPsi() : int + setRadi(float) : void + getRadi() : float + getFlat() : bool + setFlat(bool) : void + check() : bool |

| Lights |
|--|
| <ul style="list-style-type: none"> - active : bool - malfunction : bool |
| <ul style="list-style-type: none"> + Lights(bool) + ~Lights() + setActive(bool) : void + getActive() : bool + setMalfunction(bool) : void + getMalfunction() : bool + toggleLights() : void |

| Customer |
|--|
| <ul style="list-style-type: none"> - name : char* - id : char* - funds : float - currentCar : Car* |

| Garage |
|---|
| <ul style="list-style-type: none"> - customers : Customer[] / List-Type - checkedInCustomers : Customer[] / List-Type - carsInGarage : Car[] / List-Type - funds : double |

| |
|---|
| |
| + Getters and Setters + operator= +Customer(const Customer&) +assignCar(const Car*/&) : bool |

| |
|---|
| + Getters and Setters + Constructors. + addCustomer(const Customer&) : bool + checkInCar(Car&) : bool + checkOut(Customer&) : bool + calculatePrice(Const Car&) : double |
|---|

| |
|--|
| FileParser |
| - fp* : FILE |
| + parseCustomerFile(const char*) : char[] + parseCarFile(const char*) : char[] + ? : ? |