System diagram and types list

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Explanation of types:

1. Class Program - this is the entry point for running the garage system
2. Class Interface - is the communication between the system and the user
3. Abstract Class Vehicle - is the basis class for the all vehicles
4. Abstract Class FuelBaseVehicle - is the basis class for all fuel base vehicles
5. Abstract Class ElectricVehicle - is the basis class for all electric vehicles
6. Class ElectricCar - is a type of vehicle that the garage receives, electric car
7. Class ElectricMotorcycle - is a type of vehicle that the garage receives, electric motorcycle
8. Class FuelBaseCar - is a type of vehicle that the garage receives, fuel base car
9. Class FuelBaseMotorcycle - is a type of vehicle that the garage receives, fuel base motorcycle
10. Class Truck - is a type of vehicle that the garage receives, truck
11. Class Customer - customer information whose vehicle is in the garage
12. Class Garage - manages the logic and methods in the garage
13. Class GarageObjectGenerator - creates new objects for the garage and initializes them to the desired values
14. Class ValueOutOfRangeException - thrown exception in case of no input suitable for a desired range of values
15. Class Wheels - contains the wheel characteristics
16. Enum eColor - possible colors for a car
17. Enum eDoorsNumber - possible doors number for a car
18. Enum eLicense - possible license types for motorcycle
19. Enum eFuelType - possible fuel type for fuel base vehicle
20. Enum eVehicleStatus - possible vehicle status in the garage

System diagram



