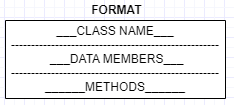
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**List of Classes / types and explanation:**

* **Classes - Garage Logic**
  + **Class Garage**: Holds list of costumers, and operates the requested methods in the exercise. Link between user interface to the logic of the program.
  + **Class costumer**: Holds details about the costumer, such as name, phone number and the vehicle itself.
  + **Class** **CreateNewVehicle:** The class is responsible to create one of the three type of vehicles, and also to set the extra information unique to each type of vehicle.
  + **Class Vehicle:** Abstract class which is using the base class of the 3 vehicles type classes. Holds all the information about the vehicle, especially holds the 'power Source system' instance.
  + **Classes Car/ Truck / Motorcycle:** The classes inheriting from class "Vehicle", responsible to initialize unique details of the type of vehicle, and also initialize the wheels set and the type of power system.
  + **Class Power Source System:** The class holds the energy source capacity and the amount of energy left in the vehicle. Manages the refueling / recharging operations.
  + **Class FuelPoweredSystem:** Holds the different types of fuels, implements the refueling action.
  + **Class ElectricPoweredSystem:** Implements the recharging action.
  + **Class Wheel:** Holds all details about the wheels set. Implements the inflating operations.
  + **Class ValueOutOfRangeException:** Inherit from "Exception" class.Handling exceptions related to out-of-range arguments.
* **Classes – Console User Interface**
  + **Class UserInterface:** Responsible for the menu display, connecting between the user interface and the logic, operate all methods requested in the exercise.
  + **Class UserInput:** Responsible for getting and validating all the inputs made by the user.
  + **Class Program:** The Entry point to the solution**,** contain the "Main" method.
* **Enums:**
  + **Enum eAmountOfDoors**: contains all the possible choices of doors number of the car.
  + **Enum eCarColor**: contains all the possible colors of the car.
  + **Enum eFuelTypes**: contains all the possible types of fuel.
  + **Enum eLicenseTypes**: contains all the possible types of license types.
  + **Enum eMaxAirPressure**: contains the maximum air pressure of each type of vehicle.
  + **Enum ePowerSystem:** contains the two possible options of power system: fuel powered system or electric powered system.
  + **Enum eVehicleStatus:**  contains the possible statuses of vehicles in the garage.
  + **Enum eVehicleType:** contains the possible types of vehicles: car, motorcycle and truck.
  + **Enum eMenuOption:** contains the possible options of the menu.

**Inheritance Diagrams:**

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