**SessionExecutor**: A public class serving as a client session shell, activating all the functions that are provided to the user during the session.

**Garage**: A public class containing the "garage" object and providing an API for session execution on garage operations.

**UserInterface**: A public class offering APIs for presenting content to the user for SessionExecuter and getting user inputs as strings without validation for HandleIO.

**HandleIO**: A public class providing APIs for user input handling for SessionExecuter, responsible for returning validated inputs.

**InputValidityChecks**: A public class for input validity checks.

**ValueOutOfRangeException**: A class for creating and containing objects of this type, constructed and throwed during validity checks.

**GarageCarCard**: A class holding car card objects within the garage, with relevant fields.

**Wheel**: A class containing objects of this type, providing specific actions for redefining them.

**Engine**: A class containing engine-type objects, serving as a parent class for electric and fuel engines.

**ElectricEngine**: A subclass of Engine holding electric motor objects with operations like energy hours addition.

**FuelEngine**: A subclass of Engine holding fuel engine objects with operations like fuel addition.

**VehiclesObjectCreation**: A class for building vehicle objects, providing an API to session execution.

**GarageDictionaries**: A helper class providing APIs for various object configurations in the garage (e.g., wheel air, fuel types).

**eNumsForGarage**: A helper class serving as an API for enums used across various classes (e.g., car types, garage states).

**Car**: A class containing car objects with all relevant fields (e.g., doors and colors).

**Motorcycle**: A class containing motorcycle objects with all relevant fields (e.g., license type).

**Truck**: A class containing truck objects with all relevant fields (e.g., refrigerated status).

**Program**: A class with the main function responsible for starting the client session using SessionExecutor.

