**Ex03.GarageLogic**

Car – vehicle with car properties

ElectricCar - car with an electric motor

ElectricMotorCycle – motorcycle with an electric motor

ElectricPowerSource – power source with an electric motor properties

ExceptionMessages – Texts container class

Garage – Garage logic class

Motorcycle – vehicle with motorcycle properties

PetrolCar – car with petrol motor

PetrolMotorCycle – motorcycle with petrol motor

PetrolPowerSource – power source with petrol motor properties

PowerSource – power source base class representing generic motor

Tire – Tire representation class

Truck – vehicle with truck properties

ValueOutOfRangeException - custom exception for out of range errors

Vehicle – base class representing generic vehicle

VehicleFactory – Factory class for all vehicles

VehicleOwner – Class representing vehicle owner info

VehicleRecord – garage record class

Car.eCarColor – available car colors enum

Garage.eVehicleStatus – garage vehicle record status enum

Motorcycle.eLicenseType – motorcycle available license types enum

PetrolPowerSource.eFuelType – petrol motor available fuel types enum

VehicleFactory.eVehicleCatalogue – Factory available vehicles for manufacturing enum

**Ex03.ConsoleUI**

CarView – all output related methods for car objects

ElectricPowerSourceView - all output related methods for car objects

GarageKeys – system predefined keys container

GarageSystem - garage system logic

GarageSystemText – containing all of the garage system texts and templates

GarageSystemView - all output related methods for user garage system user interaction

InputUtils – helper class to get input from console

MotorcycleView - all output related methods for motorcycle objects

PetrolPowerSourceView - all output related methods for petrol power source objects

Program –program entry class

TiresView - all output related methods for tire objects

TruckView - all output related methods for truck objects

VehicleOwnerView - all output related methods for vehicle owner objects

VehicleRecordView - all output related methods for garage vehicle record objects

VehicleView - all output related methods for generic vehicle objects

VehicleViewTextTemplates

**Vehicle**

**Truck**

Truck

**Car**

**Motorcycle**

**OutOfRangeException**

**Exception**

**ElectricCar**

**PetrolMotorcycle**

**PetrolMotorcycle**

**ElectricMotorcycle**

**PowerSource**

Virtual Float **GetPercentaceLeft**()

**ElectricPowerSource**

void **Charge**(float hours)

Float **GetPercentaceLeft**()

**PetrolPowerSource**

void **Fuel**(eFuelType fuel, flaot amount)

Float **GetPercentaceLeft**()