Types Names:

* Ex03.ConsoleUI:
* Program: Class, Enter point of the program.
* GarageConsoleUI: class, Handles user interface of the garage.
* Ex03.GarageLogic:
* ValueOutOfRangeException: exception, thrown when a value is out of range.
* GarageShop: class, manage all vehicles in the garage.
* Enum:
* eCarColor: enum, listing options for car colors.
* eTypeOfFuel: enum, listing different options for fuel types of FuelEngine.
* eBikeLicenseType: enum, listing different types of bike licenses.
* eGarageMenu: enum, listing all different types of menu keys.
* eAmountOfDoors: enum, listing options for number of car doors.
* eVehicleStatus: enum, listing possible status of vehicles.
* Abstact:
* Engine: class, initializes engine object, base class for all Engines.
* Vehicle: class, initializes vehicle object, base class for all garage vehicles.
* Classes:
* Car: class, inherits from vehicle, init a Car object.
* Bike: class, inherits from vehicle, init a Bike object.
* Truck: class, inherits from vehicle, init a Truck object.
* FuelEngine: class, inherits from Engine, initiating an FuelEngine object.
* ElectricEngine: class, inherits from Engine, initiating an ElectricEngine object.
* VehicleRecord: class, store and manage all car record in the garage.
* Wheel: class, initializing wheel objects.
* VehicleBuilder:
* VehicleBuilder: class, Factory for all Vehicles.

