**Homework 3 - Garage Management System**

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**List of classes and enums:**

**ConsoleUI:**

**Classes**

* **Program** -The entry class to start the program.
* **UserInterface** - Interface between the user and the system.

**GarageLogic:**

**Enums:**

* **eCarColor** - Defines the available colors for cars in the system.
* **eDoorsAmount** - Defines the number of doors available for cars.
* **eFuelType** - Defines the types of fuel supported by the system.
* **eLicenseType** - Defines motorcycle license types.
* **eVehicleStatus** - Defines the status of vehicles in the garage

**Classes:**

* **Vehicle** - Base abstract class for all vehicles in the system.
* **Engine** - Base abstract class for all engine types.
* **Car** - Abstract class inheriting from Vehicle, specific to car-type vehicles.
* **Motorcycle** - Abstract class inheriting from Vehicle, specific to motorcycle-type vehicles.
* **ElectricCar** - Concrete implementation of electric car, inheriting from Car.
* **FuelCar** - Concrete implementation of fuel-powered car, inheriting from Car.
* **ElectricMotorcycle** - Concrete implementation of electric motorcycle, inheriting from Motorcycle.
* **FuelMotorcycle** - Concrete implementation of fuel-powered motorcycle, inheriting from Motorcycle.
* **Truck** - Concrete implementation of truck vehicle, inheriting from Vehicle.
* **ElectricEngine** - Concrete implementation of electric engine, inheriting from Engine.
* **FuelEngine** - Concrete implementation of fuel engine, inheriting from Engine.
* **Wheel** - Represents individual wheels on vehicles.
* **Client** - Represents garage customers and their vehicles.
* **Garage** - Main management class for the garage system.
* **VehicleCreator** - Class for creating vehicle instances.
* **ValueRangeExceptioncs** - Custom exception class for value range validation, inheriting from Exception.

