Emergency Response Simulation — Text Structure

1. Main Program (`Program` class)

- **Purpose:**
  Runs the simulation for 5 turns where random incidents occur and the user must select the correct emergency unit.
- **Steps:**
  - Create a list of emergency units:
    - `Police Unit 1`
    - `Firefighter Unit 1`
    - `Ambulance Unit 1`
  - Set possible `incidentTypes`: `"Crime"`, `"Fire"`, `"Medical"`
  - Set possible `locations`: `"City Hall"`, `"Market"`, `"Hospital"`, `"Park"`, `"Mall"`
  - Initialize `score = 0`
  - **For 5 turns:**
    - Randomly pick an incident type and location
    - Create an `Incident` object
    - Find all units that can handle the incident
    - Display available units
    - Ask user to select a unit:
      - If correct choice → respond to incident → `+10` points
      - If wrong input → `-5` points
      - If no unit available → `-5` points
    - Show current score
  - After 5 turns, display **final score**

2. Abstract Base Class (`EmergencyUnit`)

- **Properties:**
  - `Name` (string) — Name of the emergency unit
  - `Speed` (int) — Speed of the emergency unit
- **Constructor:**
  - Sets `Name` and `Speed`
- **Abstract Methods:**
  - `CanHandle(string type)` — Checks if the unit can handle the given type of incident.

- `RespondToIncident(Incident incident)` — Defines how the unit responds to an incident.

3. Derived Classes (Specific Emergency Units)

a) `Police` (inherits from `EmergencyUnit`)

- **Handles:** `"Crime"`
- **Responds:** Prints:
  "[Police unit] is handling a crime at [location]."

b) `Firefighter` (inherits from `EmergencyUnit`)

- **Handles:** `"Fire"`
- **Responds:** Prints:
  "[Firefighter unit] is putting out a fire at [location]."

c) `Ambulance` (inherits from `EmergencyUnit`)

- **Handles:** `"Medical"`
- **Responds:** Prints:
  "[Ambulance unit] is treating people at [locatio

4. Incident Class (`Incident`)

- **Properties:**
  - `Type` (string) — The type of incident ("Crime", "Fire", or "Medical")
  - `Location` (string) — The location where the incident occurs
- **Constructor:**
  - Initializes `Type` and `Location`