Classes:
1. Parking Garage
2. Car

Class
(Parking Garage Attributes)
1. Tickets
2. Parking Spaces
3. Current Ticket

Methods for C#1

Method #1 [take_ticket]

Instance Method Func.
1. Decrease amnt of tickets available by 1

2. Decrease amnt of parking spaces available by 1

Method #2 [pay_for_parking]

Instance Method Func.
1. Display input that waits for an amnt from the user and stores it in a variable

2. If the payment variable is ont empty (meaning ticket has been paid) - > display a message to the user that their ticket has ben paid and they have 15 min to leave

3. This should update the "currentTicket" dictionary key "paid" to True

Method #3 [leave_garage]

Instance Method Func.
1. If the ticket has been paid, display a message of "Thank you, have a nice day."

2. If the ticket has not been paid display an input prompt for payment.

3. Once paid, display message "Thank you, have a nice day!"

4. Update parkingSpaces list to increase by 1 (meaning add to the parkingSpaces list)

5. Update tickets list to increase by 1 (meaning add to the tickets list)