Automobile business

Abstract Class:

Vehicle

- updatePrice()
- latestModel()
- Getters and setters that are common for every vehicle type(car, motorcycle,etc.)
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Interfaces:

Rentable
- generateRate()?
- calculateFinalCost()
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ForSale
- transferOwnership()
- sell()
- calculateValue()

Other Classes:

Car, Truck, etc.(inherit from vehicle class)
- Car type
- Price
- Range
- Electric vs hybrid vs gas

Inventory
- checkTotalCars()
- addNewCars()
- removeVehicle()
- Search for brand
- Repair car

Employee
- Income tax
- Revenue
- Request time off

Customer
- Contact info

- pay()
- Purchase history
- validateCustomer(based on history)
- Member discount(boolean-family or friend)

Order
- findCar(specification)
    - Overloading
    - Generic type?
- chooseCar()
- Final payment cash, card, apple pay

Personal register
- getBestseller(based on range)
- Salary adjustments based on profit
- profitCalculator()