

# A simple object-oriented model for a car dealer application

**Goal:** This model allows the car dealer to manage their inventory and interact with customers, facilitating tasks such as adding new cars to the inventory, removing sold cars, searching for available cars based on customer preferences, and maintaining customer information for follow-up or marketing purposes.

**Car class:** Represents a car with attributes such as make, model, year, price, and availability.

**Inventory class:** Manages the inventory of cars, allowing operations like adding a car, removing a car, searching for cars based on criteria (e.g., make, model, year), and displaying available cars.

**Customer class:** Represents a customer interested in buying a car. It may have attributes like name, contact information, and a list of preferred cars.



*This is the first version and must be adjusted.  
Note that it is a class diagram without relationships.*

