## WPR.Repository.IVehicleRepository

- + GetVehiclePlateAsync()
- + GetVehicleNameAsync()
- + GetVehicleColorAsync()
- + GetFrameNumbersAsync()
- + GetVehicleDataAsync()
- + GetFrameNumberSpecifiekType Async()



## WPR.Repository.VehicleRepository

- \_connector
- + VehicleRepository()
- + GetVehiclePlateAsync()
- + GetVehicleNameAsync()
- + GetVehicleColorAsync()
- + GetFrameNumbersAsync()
- + GetFrameNumberSpecifiekType Async()
- + GetVehicleDataAsync()