**Ex03 Submission**

**Classes:  
Ex03.GarageLogic project:**

* **Vehicle** – an abstract class represent vehicles
* **Car** – a class represent cars, inherits from Vehicle
* **Motorcycle** – a class represent motorcycles, inherits from Vehicle
* **Truck** – a class represent trucks, inherits from Vehicle
* **Engine** – an abstract class represent the engine of a vehicle
* **FuelEngine** – a class represent Fuel-based engine, inherits from Engine
* **ElectricEngine** – a class represent Electric-based engine, inherits from Engine
* **Wheel** – a class represent the wheels of vehicle
* **VehicleFacroty** – a class that creates any type of vehicle which supported by the garage management, when adding new type of vehicle, it can be done within minimal change
* **GarageManager** – a class represent garage manager, holds methods for operations that can be done in the garage
* **ValueOutOfRangeException** – a class represent exception that caused by value that out of range, inherits from the Exception class, which provided by the .NET framework.

**Ex03.ConsoleUI project:**

* **GarageUI** – a class represent the User-Interface of the program
* **Program** – a class represent the program’s entry-point, contains the “Main” method

**Enums**:

* **eCarColor** – represent the possible colors for car
* **eNumberOfDoors** – represent the possible number of doors for car
* **eFuelType** – represent the fuel types belongs to the FuelEngine class
* **eLicenseType** – represent the license types for motorcycle
* **eVehicleGarageStatus** – represent the possible status for vehicle in garage
* **eVehicleType** – represent the current vehicles which supported by the garage manager
* **eMaxAirPressure** – represent the maximum air pressure for each vehicle in the garage
* **eGarageOptions** – represent the menu’s options in the garage management













