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**List of types in Ex03:**

**Project ConsoleUI**

enum eMenuOptions – Options from main menu.

class GarageManager - The class which manages and “talks” to the user.

class Program - The project which runs the project.

**Project GarageLogic**

enum eColor - Options for car color.

enum eFuelType - Fuel types.

enum eMotorbikeLicenseType - Motorbike license types.

enum eStatus - statuses for vehicles in garage.

enum eVehicleTypes - Vehicle types in garage.

class Car : Vehicle – Holds attributes and method which are specific for cars.

class ElectricEngine : Engine - Holds specific methods for electric engines.

class Engine- Holds features and method of all type of engines.

class FuelEngine : Engine – Holds specific methods for fuel engines.

class Garage- In charge of the garage and all the methods in it.

class Motorbike : Vehicle – Holds attributes and method which are specific for motorbikes.

class Owner – After adding a car to the garage, the owner holds the details of the vehicle owner.

class Truck : Vehicle – Holds attributes and method which are specific for trucks.

class Vehicle - Holds all the features of a vehicle, such as: Engine, wheels, methods…

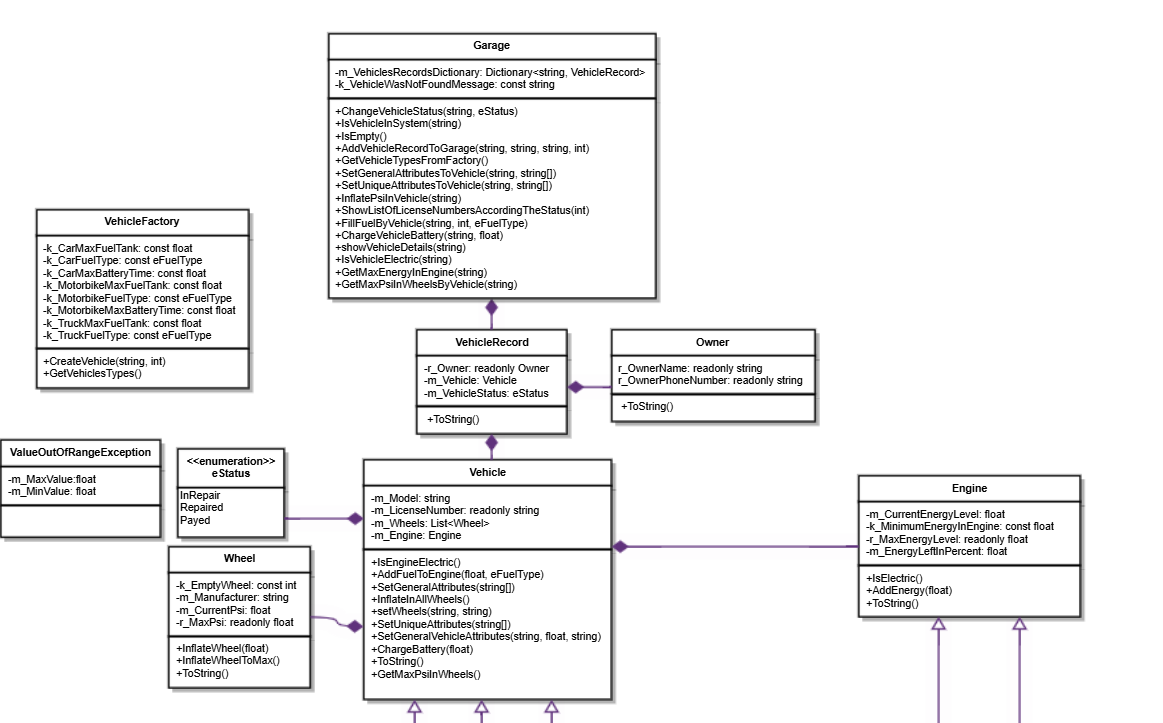
class VehicleRecord – Represents a vehicle and its owner details in the garage, when a vehicle is added to the system.

class VehiclesFactory – In charge of creating new vehicles.

class Wheel – Represents each wheel in vehicle.

class ValueOutOfRangeException : Exception – In case a value is out of range. (Also after adding fuel, psi, etc)

**Diagram:**





A screenshot of a computer flowchart

Description automatically generated

