**Classes and Enum explanations:**

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UserInterface class: This class handles the user interface, including displaying the menu, getting user input, and performing the corresponding actions.

Program class: This is the entry point of the application.

ElectricVehicle class: This abstract class represents electric vehicles and handles the

battery-related operations.

FuelVehicle class: This abstract class represents fuel-powered vehicles and handles fuel-related operations, such as refueling and fuel types.

Vehicle class: This abstract class represents a vehicle and contains common properties and methods for all vehicle types.

eMenuOptions enum: This enum represents the different menu options available in the user interface.

eFuelTypes enum: This enum represents the different fuel types available for fuel-powered vehicles.

eColors enum: This enum represents the different colors available for vehicles.

eLicenseType enum: This enum represents the different license types available for vehicles.

ElectricCar class: This class represents an electric car and contains properties specific to electric cars, such as color and number of doors.

ElectricMotorcycle class: This class represents an electric motorcycle and contains properties specific to electric motorcycles, such as license type and engine volume.

FuelCar class: This class represents a fuel-powered car and contains properties specific to fuel cars, such as color and number of doors.

FuelMotorcycle class: This class represents a fuel-powered motorcycle and contains properties specific to fuel motorcycles, such as license type and engine volume.

FuelTruck class: This class represents a fuel-powered truck and contains properties specific to fuel trucks, such as whether it transports hazardous materials and cargo volume.

Garage class: Manages vehicles in the garage, including adding, changing status, refueling/charging, and retrieving details.

ValueOutOfRangeException class: Custom exception for values out of an expected range.

VehicleFactory class: Creates instances of different vehicle types based on user input.

Wheel class: Represents a wheel and manages its properties, including inflation.

eStatesInGarage enum: Represents vehicle states in garage (InRepair, Repaired, Paid).

ValueOutOfRangeException: Custom exception for out-of-range values.

VehicleInformation class: Represents vehicle information including vehicle object, owner details, and garage state.

