**Ex03 Classes and Enums:**

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**Classes:**

Program – Main class, creating a new instances of GarageUiManager and Garage, and running them.

GarageUiManager – The class which manges all the interaction with the user.

Garage – The class which holds all the logic operations theat are made in the garage.

Tire – The class which represents the tire and holds all the relevant information.

VehicleCreator – The class which is responsibole for creating new vehicles.

BaseVehicleDetails – a class which is in the same file as vehicleCreator, as in the logic it is part of the vehiceCreator class, but not inherit from it. Holds all the base info of vehicle (the common details).

SpecificVehicleDetails – Same as BaseVehicleDetails, but holds all the specific details of all kind of vehicls. If a programmer wants to add a new kind of vehicle, he adds the relevent specific fields here.

Vehicle – Base class for all kinds of vehicles in the garage.

Car, Motorcycle, Truck – Derived class from Vehicle. Each holds specifc fields and details relevnt to the kind of vehicle.

Engine – Base class for all kinds of engines.

FuelEngine, ElectricEngine – Derived class from Engine. Holds specific details.

ValueOutOfRangeException – new exception, that throws in case of input value out of decided range.

**Enums**:

eOptions – holds the main menu options.

eVehicleType – holds the options for vehicle types in garage.

eRepairStatus – holds the options of repair status.

eAmountOfDoors – holds the options for amount of doors in car.

eColor – holds the options for color of car.

eLicenseType – holds the options for license type of motorcycle.

eFuelType – holds the options for fuel type of fuel based engine vehicles.





