```
Abstract class Vehicle
                                                                              Vehicle(company, model, year, costPHr)
                                                                                  initialize values
Interface RentalStructure
                                                                              getCompany();
                                                                              getModel();
    void displayVehicles();
                                                                              getYear();
    void bookVehicle();
                                                                              getCostPHr();
     void addVehicle();
                                                                         Abstract void displaydetails();
                                                          extends
                                                                                                                        extends
                                                                                                           class FourWheeler
                        class TwoWheeler
                                                                                                                FourWheeler(company, model, year, costPHour)
                             TwoWheeler(company, model, year, costPHour)
                                                                                                                super(company, model, year, costPHour);
                             super(company, model, year, costPHour);
                                                                                                               display();
                            display();
                                             constructor overloading with
                                                                                        class Main
     implements
                                              twowheeler & fourwheeler
                                                       constructor.
                                                                                             RentalSystem obj= new RentalSystem();
                                                                                             Scanner scanner = new Scanner(System.in);
     class RentalSystem implements RentalStructure
                                                                                             switch (choice) {
                                                                                                 case 1 -> obj.displayVehicles();
                                                                 invokes
         display Vehicle();
                                    available
                                                                                                 case 2 -> obj.bookVehicle();
         book Vehicle();
                                    vehicle
                                                                                                 case 3 -> obj.addVehicle();
         add Vehicle();
                                       list
```