Exercise 1
Part 1

Vehicles

LandOnlyVehicle   WaterOnlyVehicle

MotorisedLandVehicle   UnmotorisedLandVehicle   MotoriesedWaterVehicle   UnmotorisedWaterVehicle

Car   MotoriesedBicycle   UnmotorisedBicycle   SteamShip   RowingBoat   WaterBicycle
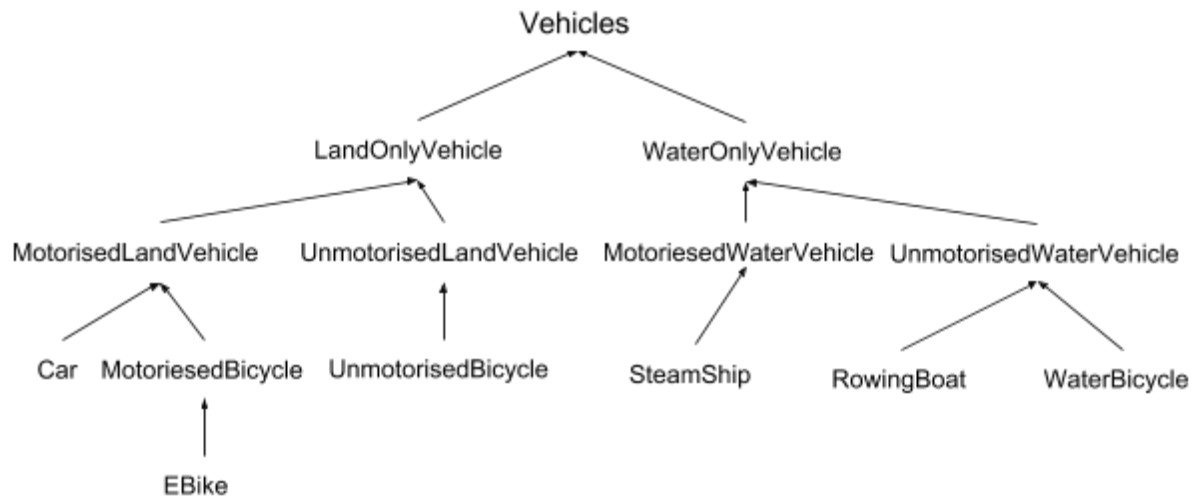
EBike

Vehicles
- float getMaximumVelocity() //everey vehicle per task shall have this
- void setWindResistance(float res) //every vehicle has a wind resistance

LandOnlyVehicle
- void setRollingResistance(float rr) //the resistance while "driving" between ground and tire

MotorisedLandVehicle
- void setGear(int i) //set the gear the vehicle is running in
- void setMaxGear(int i) //set the highest gear
- void setLimiter(int kmph) //Limit the Max Velocity, kmph<0 for no limit e.g. Cruise Control
- void setHP(int hp) //set the engine's Horsepower

UnmotorisedLandVehicle
- void setSource(Source s) //set the source of energy/motion e.g. The rider of the Bicycle

WaterOnlyVehicle
- void setFluidVelocity(float vel) //set the velocity of the fluid the vehicle is in

MotorisedWaterVehicle //mostly analog to MotorisedLandVehicle
- void setGear(int i)
- void setMaxGear(int i)
- void setLimiter(int knotsph)// like MotorisedLandVehicle but in knotsph instead of kmph
- void setHP(int hp)

UnmotorisedVehicle //analog to UnmotorisedWaterVehicle
- void setSource(Source s)