**System explanation:**

**Vehicles Logic:**

1. Vehicle - an abstract class that represent a vehicle in the system.
2. Motorcycle - a class that extends "Vehicle" to represent a motorcycle.
3. Car - a class that extends "Vehicle" to represent a car.
4. Truck - a class that extends "Vehicle" to represent a Truck.
5. EnergyPower - an abstract class that represent the source of power of a vehicle.
6. FuelPower - a class that extends "EnergyPower" to represent a fuel energy.
7. ElectricPower - a class that extends "EnergyPower" to represent a electric energy.
8. Wheel - a class that represent a wheel of a vehicle.

**Vehicles Factory Logic:**

1. VehicleFactory - a class that creates any type of vehicles that is supported by the system.

**Garage Management Logic:**

1. Garage - a class that represent a garage.
2. ClientService - a class that represent a client in the garage.

**Enums Logic:**

1. eEnergyType - an enum that represent the different types of energies of a vehicle.
2. eVehiclesInSystem - an enum that represent the types of the supported vehicles in the system.
3. eVehicleStatus - an enum that represent the status of a vehicle in the garage.
4. eFuelType - an enum that represent the different types of fuels.
5. eLicenseType - an enum that represent the different types of licenses that can ride on a motorcycle.
6. eColor - an enum that represent the different colors that a car can have.
7. eAmountOfDoors - an enum that represent the amount of doors that a car can have.

**Exceptions Logic:**

1. **ValueOutOfRangeException** - a class the extends "Exception", thrown when a value is out of range.







