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1. class Automobile:

This class can create an instance of automobile; inherits from "FuelVehicle"; contains variables and functions that describe the automobile (color, engine size, 4 wheels, number of doors, fuel type and maximum air pressure of wheels).

2. enum eCarColor:

This Enum contains the list of possible color of automobile.

3. enum eCountOfDoors:

This Enum contains the list of possible number of doors for automobile.

4. enum eFuelType:

This Enum contains the list of possible fuel type.

5. class ElectricAutomobile:

This class can create an instance of electric automobile; inherits from "ElectricVehicle"; contains variables and functions that describe the electric automobile (color, maximum battery capacity, 4 wheels and maximum air pressure of wheels)

6. class ElectricMotorcycle:

This class can create an instance of electric motorcycle; inherits from "ElectricVehicle"; contains variables and functions that describe the electric motorcycle (maximum battery capacity, 2 wheels and maximum air pressure of wheels, license type and engine capacity)

7. class ElectricVehicle:

This class can create an instance of electric vehicle; inherits from "Vehicle"; contains variables and functions that describe the electric vehicle (maximum energy capacity, fill battery option)

8. enum eLicense:

This Enum contains the list of possible license type for motorcycle.

9. enum eVecihleState:

This Enum contains the list of possible states of vehicle in garage.

10. class FuelMotorcicle:

This class can create an instance of fuel motorcycle; inherits from "FuelVehicle"; contains variables and functions that describe the fuel motorcycle (maximum fuel capacity, 2 wheels and maximum air pressure of wheels, fuel type, license type and engine capacity)

11. class FuelTruck:

This class can create an instance of fuel truck; inherits from "FuelVehicle"; contains variables and functions that describe the fuel truck (10 wheels, fuel type, information about dangerous materials, maximum holding capacity weight, maximum fuel capacity and maximum air pressure of wheels).

12. class FuelVehicle:

This class can create an instance of fuel vehicle; inherits from "Vehicle"; contains variables and functions that describe the fuel vehicle (fuel type and maximum capacity of fuel).

13. class Garage:

Actually this is collection of data about vehicles and his owners. Contains methods that allow to manage this collection ("AddVehicleToGarrage" etc.)

14. class OwnerData:

This class can create an instance of owner data. Owner data this is relevant information to vehicles in the garage (owner name, telefon number, vehicle state, vehicle).

15. class ValueOutOfRangeException:

This class inherits from "Exception". Throw exception when some body try to over fill.

16. abstract class Vehicle:

This class contains variables and functions that describe the vehicle (model name, license number etc).

17. class Wheel:

This class can create an instance of wheel; contains variables and functions that describe the wheel(wheel producer, MaximalAirPressure etc).

18. class UserInterface:

This class interacts with the user, operate function.

19. class Menu:

This class represent messages to the user

20. class Program:

This class activates the software

