Inheritance model for CAR.
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CAR

ELECTRICAL

CARBON
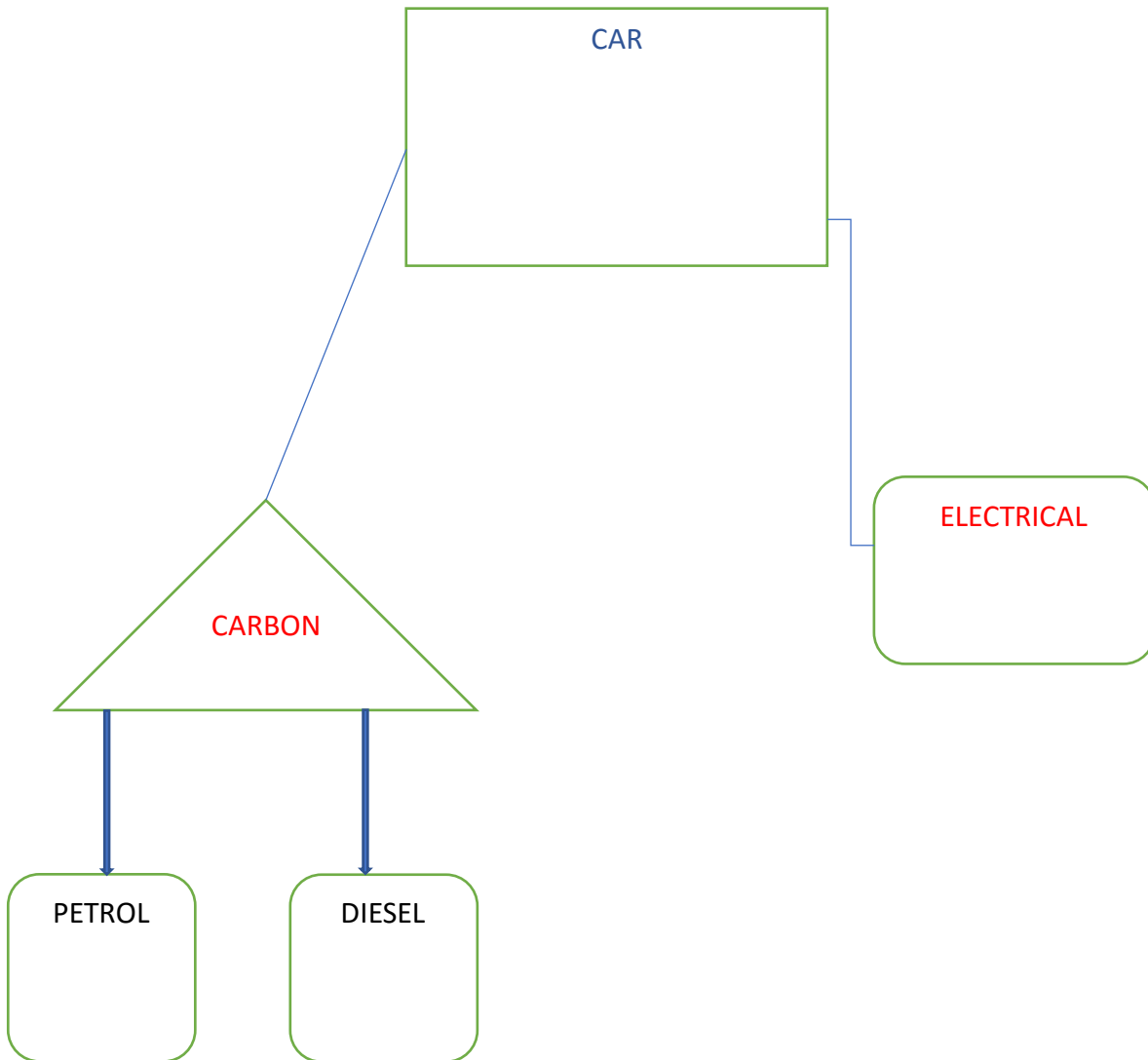
PETROL

DIESEL

The above diagram shows how I have my classes inherited. I choose this way because this way made sense to me as there's two types of cars Carbon and Electrical and two types of carbon cars diesel and petrol. Implementing this assignment I had to be careful, I had to ensure my code was not duplicated and was encapsulated to the max.

My program works for both the old main and new main.
In printing out the String for the old man and new main I have a check if it is a regular car or if it is specified car ie. petrol etc. The problem I ran into was in the Create_Roaster method, I

wanted it to work for both but I was not able to implement that so I instead I decided to create a create_roaster_2.

In the car class I basically had all the characteristics of a car or what car can have.

I had a few repetitions in the car class which I could of fixed but I ran out of time to implement them. I added a few extra in tripcollection and fleet to make sure I paired the car and trip were paired together. The problem I had was pairing them economically, and making it suit the old main so that's why I created a second create_roster as explained above.