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**Project Name:** GarageLogic.Ex03

**Classes List and Explanation:**

* **CustumerCard** - Class that represents a card that holds information about a vehicle owner, their contact details, the vehicle's status, and the vehicle itself.
* **GarageManagment** - Class that is responsible for managing the garage operations such as adding vehicle cards, setting owner details, creating wheels and energy sources, getting vehicle details, changing vehicle status, inflating wheels, refueling vehicles with fuel, and charging electric vehicles. It interacts with CustomerCard objects to perform these actions and maintains a dictionary of CustomerCard objects representing vehicles in the garage.
* **UniqDetailsForVehicle** - Class that provides methods to retrieve and format object details for different types of properties, including generating user input messages for property types like string, integer, float with a specific format, boolean, and enum types. It also includes a method to get vehicle options based on the eVehicleType enum.
* **ValueOutOfRangeException** - Class that is a custom exception class. It holds information about a value exceeding a specified range.
* **VehicleFactory** - Class that creates instances of different vehicle types based on the specified vehicle type and license number.
* **SourceEnergy** - Abstract class that serves as a blueprint for energy sources in vehicles. It defines methods to fill the energy capacity and to get the current energy level as a percentage, the implementation of these methods is left to the classes that inherit from it.
* **Electric** - Inherit from **SourceEnergy**, represents an electric energy source for vehicles. It stores information about the current battery time and the maximum charging time.
* **Fuel** - Inherit from **SourceEnergy**, represents a fuel source for vehicles. It contains information about the current fuel amount and the maximum fuel capacity.
* **Vehicle** - Abstract class that contains all the common parameters and methods for vehicles.
* **Car** - Inherit from **Vehicle**, class that contains the specific parameters for a car.
* **Motorcycle** - Inherit from **Vehicle**,class that inherits from Vehicle that contain the specific parameters for a motorcycle.
* **Truck** - Inherit from **Vehicle**, class that contains the specific parameters for a truck.
* **Wheel** - Represents a wheel of a vehicle. It includes details such as the manufacturer name, current air pressure, and maximum air pressure.

**Enums List and Explanation:**

* **eVehicleStatus** - Nested in class CustumerCard. Enumerates the status of a vehicle in the garage.
* **eVehicleType** - Nested in class VehicleFactory. Represent different vehicle types
* **eFuelTypes** - Nested in class Fuel. Represents different types of fuel available for vehicles.
* **eLicenseType** - Nested in class Motorcycle. Represent different license types for motorcycles.
* **eCarColor** - Nested in class Car. Represent the color options for cars.
* **eNumberOfDoors** - Nested in class Car. Represent the possible number of doors for a car.

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**Classes List and Explanation:**

* **GarageMainMenuUI** - Class that enables user interaction with garage services through a console-based menu system.
* **Program** - Class that contains a Main method that serves as the entry point of the program. responsible for starting the program and displaying the main menu UI for the garage services.
* **RegisterNewVehicleForTheGarage** - Class that is responsible for registering a new vehicle in the garage. It guides the user through entering details.

**Enums List and Explanation:**

* eGarageServices - Nested in class **GarageMainMenuUI**. Represent the different options available in the garage menu.

