

Technical Concerns and Decisions

The code defines classes to represent different types of vehicles (Car, Truck, Yacht, Motorcycle) and their engines, which is a good approach for modeling real-world entities. The decision to use object-oriented programming (OOP) principles for modeling vehicles and engines allows for encapsulation, inheritance, and polymorphism, making the code more modular and extensible.

Each vehicle type (Car, Truck, Yacht, Motorcycle) is implemented as a subclass of the Vehicle class. While this promotes code reuse and maintains a hierarchical structure, it may become challenging to manage as the number of vehicle types grows.

The code provides a basic command-line interface (CLI) for users to interact with the platform. If the user writes a wrong data there will be set as none or 0, in order to avoid problems and crashing in the code.

Finally, the code contains class docstrings and functions with the aim of explain the code to the person that read it.