**Garage logic:**

**Classes:**

**Factory:** responsible of building the car.

**Garage:** get the commands from the ui and perform it. It got a static dictionary<licenceNumber, garageInfo> that contain all the information about the vehicles in the garage.

**GarageInfo:** has 3 members vehicle, ownerInfo,statusType that contain all the information about vehicle.

**OwnerInfo:** has all of the owner information (phone number, name).

**Vehicle:** abstract class that all the vehicle Inheritance from him.

**Car:** Inheritance from vehicle has the validation methods of the input that related to car.

**Motorcycle:** Inheritance from vehicle has the validation methods of the input that related to motorcycle.

**Truck:**  Inheritance from vehicle has the validation methods of the input that related to truck.

**Energy:** abstract class that all the engine types Inheritance from him and has one method that fill gas.

**Fuel:** Inheritance from energy and it is an engine type gets all of the fuel features.

**Electricity:** Inheritance from energy and it is an engine type gets all of the fuel features.

**Tier:** has all the tier features has the method pumpUp that fill the tier with air.

**Enums:**

**StatusType: has the vehicle status in the garage.**

**FuelType: has the type of fuel that is possible to a car.**

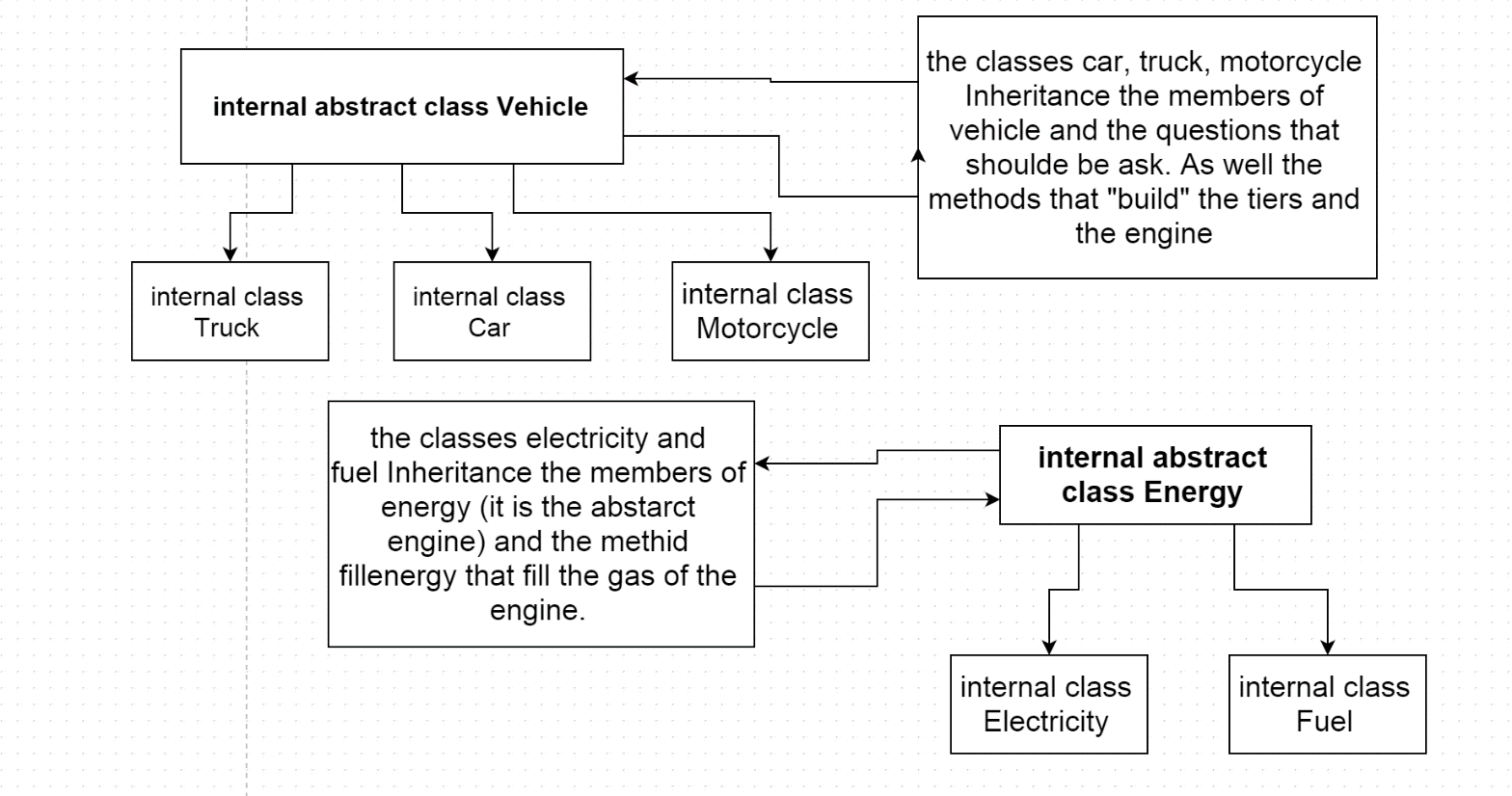
**VehicleType: has the type of vehicle in the garage.**

**Colors: has the color that possible for a car.**

**FilterType: has the filter types.**

**EngineType: has the 2 engine possible (electric/fuel).**

**LicenseType: has the type of license that can be used.**

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