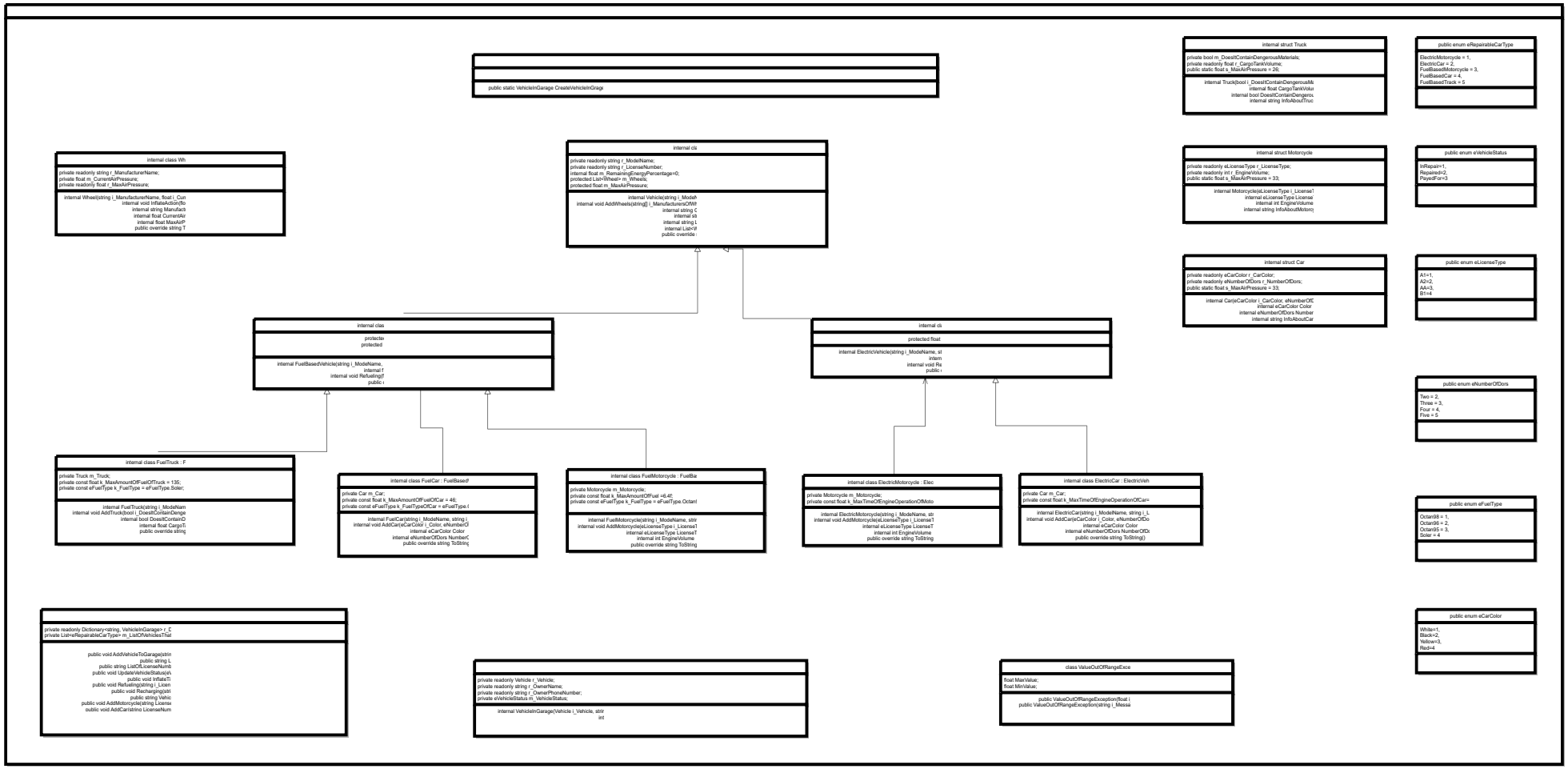
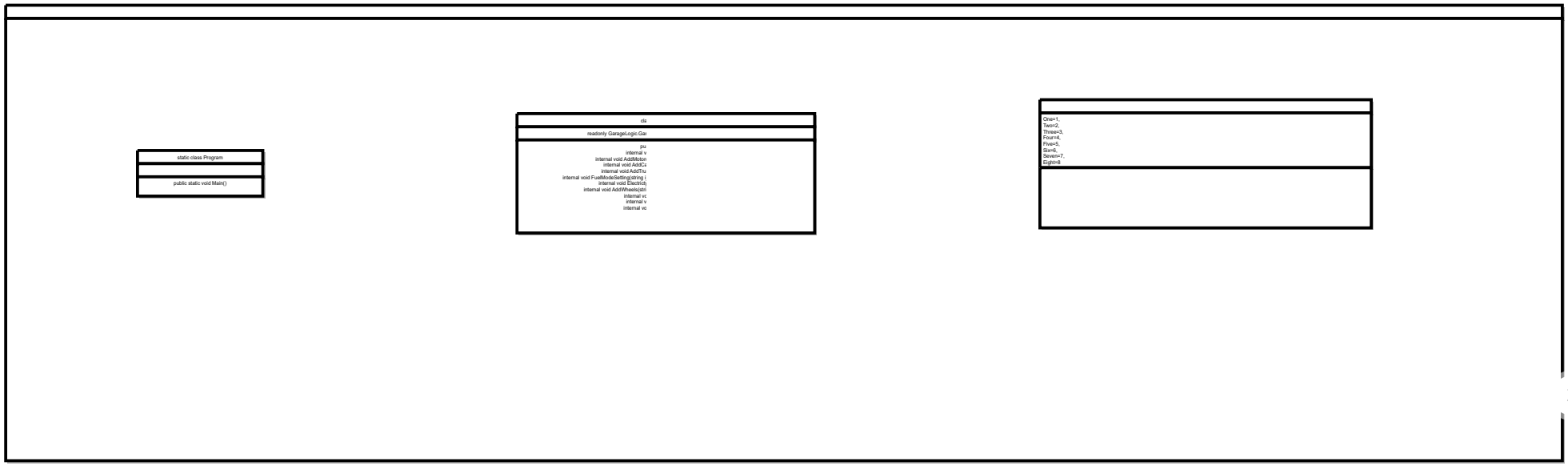

public static VehicleInGarage CreateVehicleInGrage
internal struct Truck
private bool m_DoesItContainDengerousMaterials;
private readonly float r_CargoTankVolume;
public static float s_MaxAirPressure = 28;
internal Truck(bool i_DoesItContainDengerousMa
internal float CargoTankVolu
internal bool DoesItContainDengero
internal string InfoAboutTruc
public enum eRepairableCarType
ElectricMotorcycle = 1,
ElectricCar = 2,
FuelBasedMotorcycle = 3,
FuelBasedCar = 4,
FuelBasedTruck = 5
internal class Wh
private readonly string r_ManufacturerName;
private float m_CurrentAirPressure;
private readonly float r_MaxAirPressure;
internal Wheel(string i_ManufacturerName, float i_Cur
internal void InflateAction(flo
internal string Manufact
internal float CurrentAir
internal float MaxAirP
public override string T
internal cla
private readonly string r_ModelName;
private readonly string r_LicenseNumber;
internal float m_RemainingEnergyPercentage=0;
protected List<Wheel> m_Wheels;
protected float m_MaxAirPressure;
internal Vehicle(string i_Modeh
internal void AddWheels(string[] i_ManufacturersOfWh
internal string C
internal str
internal string L
internal List<W
public override
internal struct Motorcycle
private readonly eLicenseType r_LicenseType;
private readonly int r_EngineVolume;
public static float s_MaxAirPressure = 33;
internal Motorcycle(eLicenseType i_License
internal eLicenseType License
internal int EngineVolume
internal string InfoAboutMotorc
public enum eVehicleStatus
InRepair=1,
Repaired=2,
PayedFor=3
internal struct Car
private readonly eCarColor r_CarColor;
private readonly eNumberOfDors r_NumberOfDors;
public static float s_MaxAirPressure = 33;
internal Car(eCarColor i_CarColor, eNumberOfD
internal eCarColor Color
internal eNumberOfDors Number
internal string InfoAboutCar
public enum eLicenseType
A1=1,
A2=2,
AA=3,
B1=4
internal clas
protecte
protected
internal FuelBasedVehicle(string i_ModeName,
internal f
internal void Refuelingf
public i
internal cla
protected float
internal ElectricVehicle(string i_ModeName, st
intern
internal void Re
public
public enum eNumberOfDors
Two = 2,
Three = 3,
Four = 4,
Five = 5
internal class FuelTruck : F
private Truck m_Truck;
private const float k_MaxAmountOfFuelOfTruck = 135;
private const eFuelType k_FuelType = eFuelType.Soler;
internal FuelTruck(string i_ModeNam
internal void AddTruck(bool i_DoesItContainDenge
internal bool DoesItContainD
internal float CargoT
public override string
internal class FuelCar : FuelBased
private Car m_Car;
private const float k_MaxAmountOfFuelOfCar = 46;
private const eFuelType k_FuelTypeOfCar = eFuelType.
internal FuelCar(string i_ModeName, string i
internal void AddCar(eCarColor i_Color, eNumberO
internal eCarColor Color
internal eNumberOfDors Number
public override string ToString
internal class FuelMotorcycle : FuelBa
private Motorcycle m_Motorcycle;
private const float k_MaxAmountOfFuel =6.4f;
private const eFuelType k_FuelType = eFuelType.Octan!
internal FuelMotorcycle(string i_ModeName, strir
internal void AddMotorcycle(eLicenseType i_License
internal eLicenseType LicenseT
internal int EngineVolume
public override string ToString
internal class ElectricMotorcycle : Elec
private Motorcycle m_Motorcycle;
private const float k_MaxTimeOfEngineOperationOfMoto
internal ElectricMotorcycle(string i_ModeName, str
internal void AddMotorcycle(eLicenseType i_License
internal eLicenseType LicenseT
internal int EngineVolume
public override string ToString
internal class ElectricCar : ElectricVeh
private Car m_Car;
private const float k_MaxTimeOfEngineOperationOfCar=
internal ElectricCar(string i_ModeName, string i_L
internal void AddCar(eCarColor i_Color, eNumberOfDo
internal eCarColor Color
internal eNumberOfDors NumberOfDo
public override string ToString()
public enum eFuelType
Octan98 = 1,
Octan96 = 2,
Octan95 = 3,
Soler = 4
public enum eCarColor
White=1,
Black=2,
Yellow=3,
Red=4
private readonly Dictionary<string, VehicleInGarage> r_C
private List<eRepairableCarType> m_ListOfVehiclesThat
public void AddVehicleToGarage(strin
public string L
public string ListOfLicenseNumb
public void UpdateVehicleStatus(eN
public void InflateTi
public void Refueling(string i_Licen
public void Recharging(stri
public string Vehic
public void AddMotorcycle(string Licens
public void AddCar(strinc LicenseNum
private readonly Vehicle r_Vehicle;
private readonly string r_OwnerName;
private readonly string r_OwnerPhoneNumber;
private eVehicleStatus m_VehicleStatus;
internal VehicleInGarage(Vehicle i_Vehicle, strir
int
class ValueOutOfRangeExce
float MaxValue;
float MinValue;
public ValueOutOfRangeException(float i
public ValueOutOfRangeException(string i_Messa


static class Program
public static void Main()
cla
readonly GarageLogic.Gar
psu
internal v
internal void AddMoton
internal void AddCa
internal void AddTru
internal void FuelModeSetting(string i
internal void Electric
internal void AddWheels(stri
internal vc
internal v
internal vo
One=1,
Two=2,
Three=3,
Four=4,
Five=5,
Six=6,
Seven=7,
Eight=8