Ex03 - Classes and Class Diagram

Submitters:

Brian 324424357

Alexey 314264185

# Enums:

* CarColor – predefined car colors
* FuelType – various fuel types
* LicenseType – what license is required for the motorcycle
* MenuOption – holds the main menu options
* NumOfDoors – represents number of doors in a vehicle
* TypeOfEnergy – either Fuel or Electricity
* VehicleStatus – the status of the car in the garage, starting from InRepair, and up to Paid
* VehicleType – predefined types of vehicles, such as Truck, Electric Motorcycle, Fuel Motorcycle, Electric Car, Fuel Car

# Classes:

* Vehicle – represents any vehicle with any type of energy system (fuel or electric)
* Car
* Motorcycle
* Truck
* Tire
* GenericEnergySystem – represents any energy system (fuel or electric)
* FuelSystem – concrete fuel system that works on specific fuel type
* ElectricSystem – an electric system
* Garage
* VehicleBuilder – manages the vehicle objects creation
* ConsoleUI

# Class diagram:

