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***Garage Logic***:

**Vehicle**: The instance that represented a general vehicle that every new type of vehicle will inherit from this class.

**Fuel**: class Fuel represents Engine that powered by fuel.

**Electric**: class Electric represents Engine that powered by Electric.

**Car**: Car object is an object that inheritance from vehicle, and it represented a car.

**Motorcycle**: Motorcycle object is an object that inheritance from vehicle, and it represented a Motorcycle.

**Truck**: Truck object is an object that inheritance from vehicle, and it represented a Motorcycle.

**Wheel**: A wheel object for the vehicle wheels(every vehicle in the world have wheels.. )

**Garage**: The Garage…. (saves all the vehicles, there status and etc…)

**SupportedCars**: A class that lists all the types of supported vehicle in the Garage.

**Customer**: a class that saves the corresponding details of a customer, name, phone and vehicle.

**eNum**: a Class that integrates all the enums under one roof: Vehicle Status, Color of the car, Numbers of doors and etc…

**ValueOutOfRangeException**: The exception we generated to deal with the car fuel and air pressure range, to get the min and max allowed values.

***Garage UI***:

**Program**: Where we run the program, ( the conductor )

**Validation**: a Class for some validation tests

**GarageUI**: The class that responsible for the front part ( user UI ) , where we take all the classes from the Back and generate the main program.

