**List of Types used**

**GarageLogic**

* **Vehicle** – abstract class that contains data and methods that apply on any type of veichle
* **Car** -Inherits from vehicle and contains attributes and method for cars
* **Motorcycle** - Inherits from vehicle and contains attributes and method for motorcycle
* **Truck**  -Inherits from vehicle and contains attributes and method for truck
* **Engine –** An abstract class that is contained inside vehicle
* **Fuel Engine** – Inherits from engine and has attributes and methods for fuel engine
* **Electric Engine -** Inherits from engine and has attributes and methods for electric engine
* **Wheel** – is contained in vehicle ass a collection of wheels
* **GarageLogicManager** – uses as a connection between the logic and the UI
* **VehicleCreator –** creats a specific vehicle, it is the **only class needed to be changed in** order to add a new type of vehicle!
* **ValueOutOfRangeException –** will be thrown if a value is out of range

**ConsoleUI**

* **Menu**  - contains menus to be presented to the user
* **GarageUI –** contains **GarageLogicManager,** displays and recives data





