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Type Descriptions:

* Vehicle: The Parent class of all vehicles. Contains general vehicle methods and properties.
* Electric: Electric vehicles use this class as a composition for Electric methods such as charging, battery life
* Fuel: Gas vehicles use this class as a composition for Fuel methods such as fueling up.
* Car: Inherits from vehicle and car types inherit this class. Contains car methods and properties.
* ElectricCar: Inherits from Car and contains electric car methods and properties.
* GasCar: Inherits from Car and contains gas car methods and properties.
* Motorcycle: Inherits from vehicle and motorcycle types inherit this class. Contains motorcycle methods and properties.
* ElectricMotorcycle: Inherits from Motorcycle and contains electric motorcycle methods and properties.
* GasMotorcycle: Inherits from Motorcycle and contains gas motorcycle methods and properties.
* Truck: Inherits from vehicle. Contains truck methods and properties.
* Tire: Describes the tire. Contains tire properties and methods and is compositioned by other vehicles.
* OwnerDetails: Contains properties and methods of the vehicle owner.
* Instance: Instantiates classes in order to use them such as put them in the garage.
* Program: Contains the Main which starts the program
* UI: The base of the program, starts the user interface and allows for accessing and choosing what to do in the garage system by accessing the Instance and View classes.
* View: I/O class and input validation class. Scans user input and displays menu options to the user.
* VehicleInGarage: Holds a vehicle and corresponding owner object.
* Garage: Garage properties and methods for Garage the actions.
* GlobalProperties: Class of constants such as permanent vehicle details/error messages.
* ValueOutOfRangeException: Exception when an invalid number is used which is out of range.
* eNumOfTires: Number of vehicle tires.
* eColor: Vehicle color.
* eFuelType: Vehicle Fuel type.
* eLicenseType: Motorcycle License type.
* eMainMenu: Main menu option choice.
* eVehicleStatuses: Vehicle status such as repaired, paid.
* eVehicleType: Type of vehicle.
* eNumOfDoors: Number of vehicle doors.

Hierchy Diagram:

Map:

Teal -> Inheritance

Blue -> Turns to

Green -> Composition

