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GarageLogic:

Vehicles:

* MotorVehicle: abstract class, it is the base for all other "types of vehicles".
* Car: **concrete** class, it extends MotorVehicle.
* MotorCycle: **concrete** class, it extends MotorVehicle.
* Truck: **concrete** class, it extends MotorVehicle.

Engines:

* IEngine: interface, helps to identify which type of engine
* FuelEngine: **concrete** class, implements IEngine can be fueled according to its data members
* ElectricEngine **concrete** class, implements IEngine can be charged according to its data members

Utilities(misc.)

* CustomerGenerator: separate class (static) that "creates" a new client with a new vehicle
* DataBase: a form filled by DataBaseInitializer helps us "deliver" the relevant data to CustomerGenerator.
* ValueOutOfRangeException: exception defined by the instructions given to us.
* eVehicleType: enum representing a type of vehicle, also the type is coupled with the number of wheels for convenience

ConsoleUi:

* DataBaseInitializer: initialize DataBase object.
* GarageDashboard: a menu to interact with the user
* Program: starts a new garage and dashboard
* UserCommunicator: class that helps us receive valid input from the user.