תכנות מונחה עצמים בסביבת דוט נט ו C# - תרגיל מספר 3

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1. Classes and Enums:
2. Abstract class Vehicle – base class of the vehicle that contains the common attributes of a vehicle such as (Model, license plate , tires).
3. FuelVehicle – inherits from the vehicle class and contains the attributes of a fuel vehicle such as (fuel type, fuel tank capacity, …)
4. ElectricVehicle – inherits from the vehicle class and contains the attributes of an electric vehicle such as (battery capacity, …)
5. Sealed class CarProperties – Contains car attributes such as (number of doors, color)
6. Sealed class TruckProperties – Contains truck attributes such as (allowed carry load, …)
7. Sealed class MotorcycleProperties - Contains motorcycle attributes such as (License type …)
8. Enum eFuelTypes – contains the allowed values of fuel types
9. Enum eColor – contains the allowed values of car colors
10. Enum eNumberOfDoors – contains the allowed values of car number of doors
11. Enum eLicenseType – contains the allowed Values of motorcycle license type
12. Inheritance Diagram: (in the next page)



