Visitor

## Introduction

The main goal of the assignment was to create an application that would implement the “Visitor” design pattern. The application is a car “taxi park” where there are different types in taxies.

## Implementation

The visitor pattern facilitates an operation to be performed on the elements of an object structure. Visitor let us define a new operation without changing the classes of the elements on which it operates. We have two visitors: price and typetires. They update the price of the taxies and the tires that they have. The application is presented as a console application.

