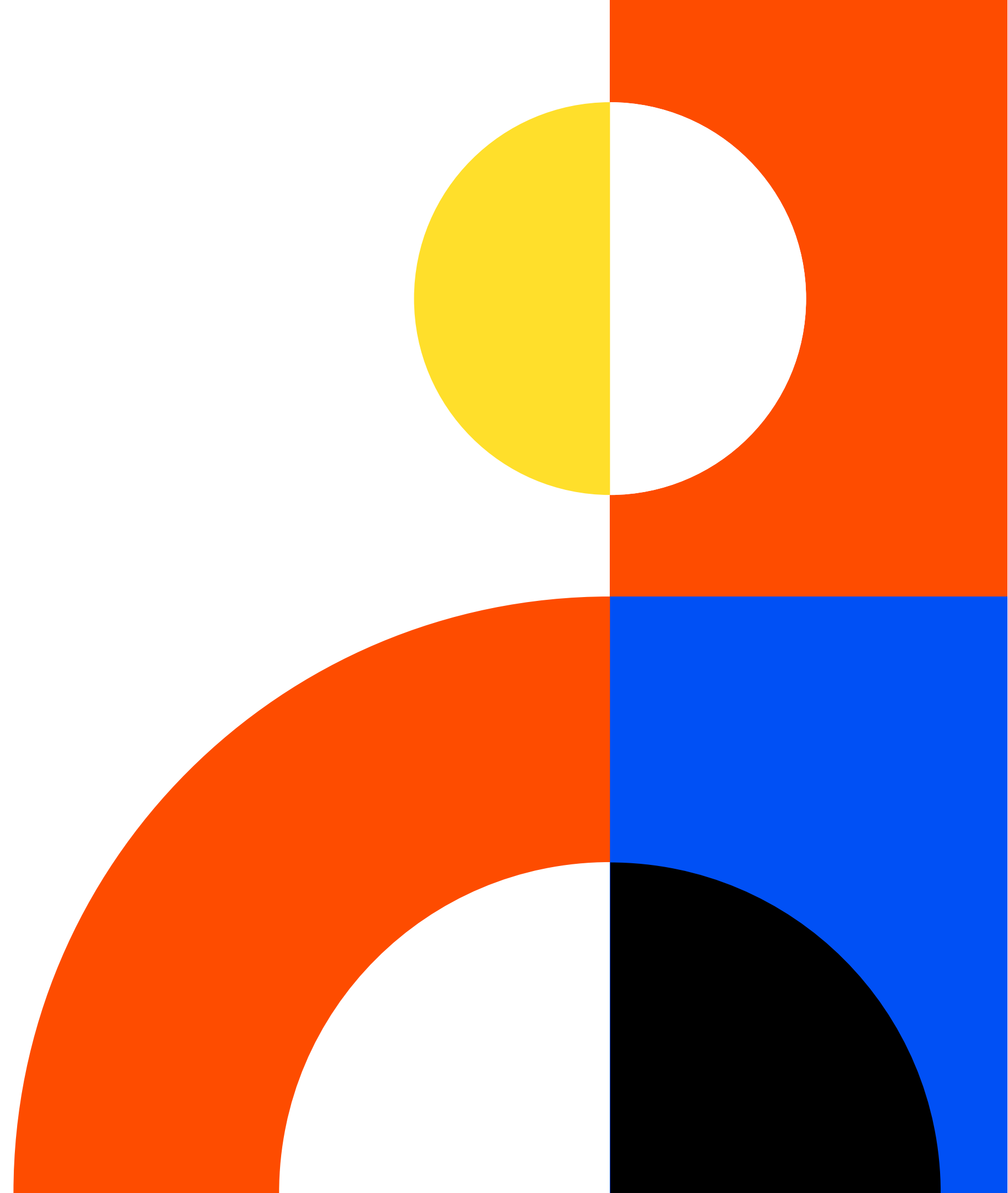


# TypeScript Travel

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# The Project

Created Interfaces for Vehicle, User and City, everyone with their own representations. Then all the classes that implements the Interfaces and starting from the vehicles they have assignUser and release where when a instances of a User book a vehicle it goes busy, than the other free the vehicle when the user is done using it. For the user class there is bookVehicle that shows that the vehicle has been booked by that person or it says it's not available if another user is using it. Then for the city class there is AddVehicle that is used to add a new vehicle to a specific city.

The last part of the code is for testing if everything is fine by adding users, vehicles and a city, then trying to associate a user to a vehicle and another to the same, then trying again when the vehicle is free. Then adding a new vehicle to the city and showing wich vehicle is available.



Pamoda Angelo Konara

<https://codepen.io/Konnynchiwa/pen/wvLVdQa?editors=1112>

<https://github.com/konnynchiwa/Start2impact-travel>