**Students Details:**

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**Defined types presentation:**

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| **Ex03.ConsoleUI** | | |
| **Class** | **Program** | The entry point of the project |
| **Class** | **GarageUI** | The class main functionality is to connect with the player, to take information and to print it. |
| **Ex03.GarageLogic** | | |
| **Class** | **Garage** | The class includes all the operations that performed in the garage. |
| **Class** | **VehicleDetails** | The class main functionality, is to manage  The vehicle information.  Such as owner's phone number, vehicle owner's name .. |
| **Class** | **VehicleManufacturing** | The class main functionality is to manufacture vehicles. |
| **Class** | **Vehicle** | Abstract class, Base class of all vehicles. |
| **Class** | **Car** | A type of vehicle.  With an option to be created by electric engine or by gas engine |
| **Class** | **Motorcycle** | A type of vehicle.  With an option to be created by electric engine or by gas engine . |
| **Class** | **Truck** | A type of vehicle.  Can be created by fuel engine only. |
| **Class** | **Wheel** | The class represent a wheel of vehicle.  The class has 3 data members :  m\_Manufacturer,m\_CurrentAirPressure,  r\_MaximumAirPressureSetByManufacturer. |
| **Class** | [**Engine**](https://github.com/liron977/C21-Ex03-Liron-318598380-Chen-208711978/blob/master/C21%20Ex03%20LironKotev%20318598380%20ChenPakman%20208711978/Engine.cs) | An abstract class, the class has 2 data members and 2 heir classes:  FuelEngine,ElectricityEngine . |
| **Class** | **FuelEngine** | A type of engine, the class heir from engine. |
| **Class** | **ElectricityEngine** | A type of engine, the class heir from engine. |
| **Class** | **ValueOutOfRangeException** | The class heir from exception, the main functionality is to throw an exception in case of wrong input in terms of desired value range. |
| **eNum** | **eColor (Car)** | Represents all possible car colors. |
| **eNum** | **eNumOfDoors (Car)** | Represents the possible number of doors for each vehicle type. |
| **eNum** | **eFuelType (Fuel)** | Represents all types of fuel for vehicles with a standard engine. |
| **eNum** | **eMenuChoice(GarageUI)** | All menu options for user selection. |
| **eNum** | **eNumOfWheels(Vehicle)** | All the possible numbers of wheels for each vehicle types. |
| **eNum** | **eVehicleStatus(VehicleDetails)** | All vehicle statuses in the garage. |
| **eNum** | **eLicenceType (Motorcycle)** | All license types for motorcycle vehicles. |
| **eNum** | **eVehicleType( VehicleManufacturing)** | All types of vehicles. |
| **eNum** | **eEngineType( VehicleManufacturing)** | Vehicle engine types. |