**Students Details:**

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**Defined types presentation:**

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| **Ex03.ConsoleUI** | | |
| **Class** | **Program** | Initial class for running the program. |
| **Class** | **GarageUI** | Class that interacts with the user (gets input and prints output) and links the logic with new data. |
| **Ex03.GarageLogic** | | |
| **Class** | **Garage** | The main class of the GarageLogic.  Is used to connect between the UI and the logic – runs functions that are called from the UI.  Holds all the garage clients details. |
| **Class** | **VehicleDetails** | Connects between the customer, the garage and the vehicle.  i.e. hold all relevant data of the vehicle in the garage including customer's details. |
| **Class** | **VehicleManufacturing** | Generates new vehicles according to the input from the user in the UI. |
| **Class** | **Vehicle** | An abstract class, base class of all vehicles.  Hold common data for all vehicles. |
| **Class** | **Car** | A type of vehicle.  Can have an electric energy source or a fueled energy source.  Has two additional fields: car color and number of doors. |
| **Class** | **Motorcycle** | A type of vehicle.  Can have an electric energy source or a fueled energy source.  Has two additional fields: engine capacity and license type. |
| **Class** | **Truck** | A type of vehicle.  Can only have a fueled energy source.  Has two additional fields: Is truck dangerous and max cargo capacity. |
| **Class** | **Wheel** | Hold the data for each wheel.  Each vehicle has a collection of wheels (as array). |
| **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, Base class of all energy sources – Fuel and Battery. |
| **Class** | **Fuel** | A type of Energy. |
| **Class** | [**ElectricityEngine**](https://github.com/liron977/C21-Ex03-Liron-318598380-Chen-208711978/blob/master/C21%20Ex03%20LironKotev%20318598380%20ChenPakman%20208711978/ElectricityEngine.cs) | A type of Energy. |
| **Class** | **RequiredParameters** | Adds the extra parameters required by each vehicle type to the parameters dictionary. |
| **Class** | **ValueOutOfRangeException** | Exception that will be thrown when an input is out of defined range. |
| **eNum** | **eColor (Car)** | All colors available for a car type of vehicle. |
| **eNum** | **eNumOfDoors (Car)** | Number of doors available for a car type of vehicle. |
| **eNum** | **eFuelType (Fuel)** | All fuel types available for fuel-powered vehicles. |
| **eNum** | **eMenuChoice(GarageUI)** |  |
| **eNum** | **eNumOfWheels(Vehicle)** |  |
|  | **eVehicleStatus(VehicleDetails)** |  |
| **eNum** | **eLicenceType (Motorcycle)** | All license types available for a motorcycle type of vehicle. |
| **eNum** | **eVehicleType( VehicleManufacturing)** | All vehicle types available in the system. |
| **eNum** | **eEngineType( VehicleManufacturing)** | All available types of energy sources. |
| **eNum** | **eState (VehicleInGarage)** | All states available for a vehicle in the garage. |