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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** |  |
| **Class** | **VehicleDetails** | The class is main functionality, is to manage  The vehicle information.  As phone number,vehicle phone number .. |
| **Class** | **VehicleManufacturing** |  |
| **Class** | **Vehicle** | Abstract class, Base class of all vehicles |
| **Class** | **Car** | A type of vehicle.  Have an option to be created by electric engine or by gas engine |
| **Class** | **Motorcycle** | A type of vehicle.  Have 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 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** | **Fuel** | A type of engine, the class heir from engine |
| **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 engine, the class heir from engine |
| **Class** | **RequiredParameters** | . |
| **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)** | 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. |