**C# - Exercise 3**

1. ConsoleUI: Class which get the information from the user.
2. Engine: Engine abstract Class which holds all the relevant information for all types of engines.
3. Enums
   1. eVehicleType: Holds all types of Vehicles.
   2. eVehicleState: Holds all types of statues for the vehicles.
   3. eFuelType: Holds all the fuel types.
   4. ePaintColor: holds all the types of colors for vehicles.
   5. eLicenceType: holds all types of motorcycle Licenses.
4. GarageLogic: Class which creates an object which contains a hash map of all the vehicles in the garage, and their specs.
5. Tire: Tire class which holds all relevant information on The tires of the vehicles.
6. ValueOutOfRangeExceptions : Handles Exceptions.
7. Vehicle: Class which creates an instance of a Vehicle. Holds data that is shared between all Vehicles.
8. VehicleType: Class Which Inherits from Vehicle and creates instances of each type of Vehicle.

Diagram:

Diagram

Description automatically generated with low confidence

Garage Logic: ConsuleUI:

Diagram

Description automatically generated

Diagram

Description automatically generated