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Ex03

Ofir Lapid 305260846 | Asaf Fried 314078676

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**Fall**

**Classes**

**Garage Logic**

**Vehicle (abstract)–** an abstract class that defines the structure of a vehicle

**Car –** a class the inherits from Vehicle, and defines specific requirement and attributes that define a car

**MotorCycle -** a class the inherits from vehicle, and defines specific requirement and attributes that define a motor cycle

**Truck -** a class the inherits from vehicle, and defines specific requirement and attributes that define a truck

**Wheel -** a class that defines the structure of a wheel that a vehicle uses

**Garage -** a class that defines the structure of a garage that handles vehicles based on the assignment requirements

**GarageVehicle -** a class that defines the structure of a vehicle that is held in the Garage.

**Powersource (abstract) –** a class that defines the structure of a power source that a vehicle uses (i.e. electric and fuel)

**Battery** - a class the inherits from Powersource, and defines the power source of an electric vehicle

**Vehicle** - a class the inherits from Powersource, and defines the power source of a regular vehicle

**ValueOutOfRange** - a class the inherits from Exception, and defines an exception in which the value given is out of range

**SystemVehicleManager –** a static class handles creation of vehicles based on the system capabilities.

**UserInterfaceForGarage** – a static class in the UI section that handles interaction with the user

**Program** – a static class that include the Main function (entry point)

**Enums**

**eColor** – types of color for a car

**eNumberOfDoors** – number of doors for a car

**eLicenseType** – license types of motor cycles

**eVehicleStatus** – status of vehicle in garage

**eFuel** – types of fuel

**eTypeOfPowerSource** – types of power sources (Battery / Fuel) that the system is familiar with