Design Parking lot

1) Parkinglot {
   String   parkinglot Id ;
   int   no of floors ;
   int   no of slot per floor ;
   List   <parking Floor> parking floors ;
}

2) ParkingFloor {
   List < Parking Slot >   parkingslot ;
   void add Parking slot ( ) ;
   void Remove slot ( ) ;
}

3) Parking slot {
   int floor Id ;
   int slot Id ;
   vehicle vehicle ;
   boolean   is free ;
   VehicleType   vehicletype ;
}

4) Vehicle Type {
   Car
   Truck
   Bike
}

5) Vehicle {
     Vehicly Type   vehicle type;
     Parkingslot   parkingslot;
     String Ticked Id;
     String   Registration No;
3.

6) Parking lot Data Repository {

    List < Parking Slot > parking Slot Data;
    List < Parking Floor > parkingfloor Data;

    List < Parking Slot > initilize Slot (int noof Slot);
    List < Parking Floor> initize floor (int no of floor, int
                                     no of slots);

}

7) Parking lot Service {
   Map < string, vehicle > Ticket Vehicle Map;
   Parkinglot parkinglot;
   Parking lot Data Repository parkinglot Data Repo;
   void Cocate parkinglot (Parkinglot parkinglot);

   void Park Vehicle (vehicle Type, Vehicle No);
   void Unpark Vehicle (string ticked Id);

3.