**Classes:**

**Vehicle**:  
Abstract class that indicates a vehicle basic information and methods.

**Electric Vehicle :**Abstract class that indicates an electric vehicle basic information and methods.  
Inherit from Vehicle class.

**Gas Vehicle:**Abstract class that indicates a gas vehicle basic information and methods.  
Inherit from Vehicle class

**Gas Car:**Class that has all info about gas car and methods.  
Inherit from Gas Vehicle class.

**Gas Motorcycle:**Class that has all info about gas motorcycle and methods.  
Inherit from Gas Vehicle class.

**Gas Track:**Class that has all info about gas track and methods.  
Inherit from Gas Vehicle class.

**Electric Car:**Class that has all info about gas car and methods.  
Inherit from Electric Vehicle class.

**Electric Motorcycle:**Class that has all info about gas motorcycle and methods.  
Inherit from Electric Vehicle class.

**Wheels:**  
Class that has all info and methods about the wheels of the vehicles.  
  
**VehicleCreator:**  
Class that creates new Vehicle from given possible options.

**VehicleInfo**:  
Holds info about vehicle that entered to the garage.  
  
**GarageManager:**  
Class that manage and fix vehicle from given possible vehicles.  
  
**UiManager**:  
Class that run the garage menu and runs the users desired actions.

**UserInfo**:  
Class that holds method to get information from user.

**Enums**:  
e\_possibleVehicles – has all possible options to create new vehicle.  
e\_LicenseType – has all motorcycle license types.  
e\_GasType – has all gas vehicle gas types.  
e\_Color – has all car possible colors.  
e\_AmountOfDoors – has all car possible amount of doors.

Diagram

Description automatically generated**Structs:**  
ParameterDetails – hold info about given vehicle parameter.