**Classes :**

• **Vehicle** – the vehicle department

• **Car** - inherits from vehicle

• **Truck** – inherits from vehicle, truck

• **Motorcycle** – inherits from vehicle, motorcycle

• **Wheel** – a wheel object

• **ValueOutOfRangeException** – throwing an exception when a person tried to fill in beyond the possible range of values

• **Garage** – a class that returns a dictionary of license numbers as keys and vehicles as a value. In addition, there are methods that are activated by the garage console.

• **Engine** – class of engine

• **FuelEngine** – inherits from engine, fuel engine

• **ElectricEngine** – inherits from engine, an electric engine

• **Creator** – a class that calls the required constructor and creates the desired vehicle object

• **Program** – calls the garage console

• **GarageConsole** - the communication with the user includes the following methods: entering a vehicle, displaying vehicles according to license numbers, changing the status of vehicles, filling wheels, filling energy, displaying all vehicles in the garage.

**:Enum**

• **eFuelType** – contains the fuel types: Soler, Octane95, Octane96, Octane98

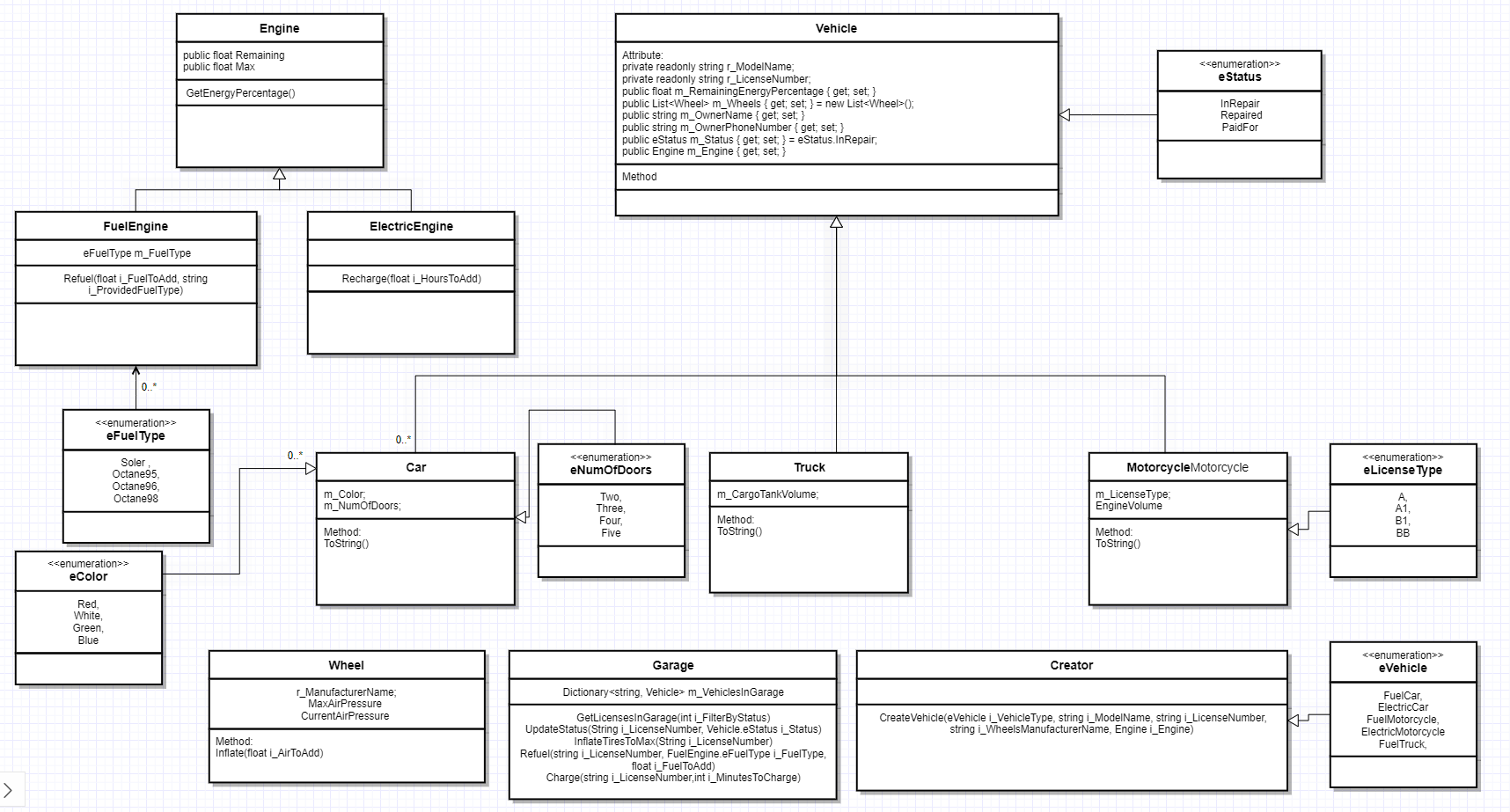
• **Ecolor** - contains the possible vehicle colors: Red, White, Green, Blue

• **eNumOfDoors** – contains the number of doors in the car: Two, Three, Four, Five

• **eLicenseType** – contains the different license types: A, A1, B1, BB

• **eVehicle** - contains the different types of vehicles: FuelCar, ElectricCar, FuelMotorcycle, ElectricMotorcycle, FuelTruck

• **eSatus** – contains the various vehicle status types: InRepair, Repaired, PaidFor

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