**Ex03- Garage Management**

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**Name Of Project: Ex03.ConsoleUI**

**List Of Classes:**

* **Program**- Has the main method that runs the management of garage.
* **UI**- Have methods of getting input from user and prints outputs.
* **ManageGarage**- Connects user interface with logic, has "run" method that runs program by user input.

**Enums:**

* **eOptionsForGarage-** Show options for garage management.

**Name Of Project: Ex03.GarageLogic**

**List Of Classes:**

* **Garage-** Has list with all the details of vehicles in garage, and in addition has methods that handles a vehicle in the garage.
* **StoredVehicleInGarage-** represent a single vehicle in the list of garage that has all the details of the client and the vehicle (Owner name, color, model and more).
* **Vehicle-** Abstract class. Has all the methods , attributes of vehicles.
* **Truck**- **Inherits -> Vehicle**, has all attributes fortruck.
* **MotorCycle-Inherits -> Vehicle**, has all attributes for motorcycle.
* **Car- Inherits -> Vehicle**, has all attributes for car.
* **Engine**- **Abstract** class. Represent engine Of Vehicle.
* **ElectricalEngine**- **Inherits -> Engine,** Has all the methods , attributes of electrical vehicles.
* **GasolineEngine**- **Inherits -> Engine,** Has all the methods , attributes of gasoline vehicles.
* **FactoryOfVehicles-** Creates a new vehicle from choice of user.
* **ValueOutOfRangeException**- **-> from Exception,** creates exceptions when there is a value out of range. Has the "max", "min" fields to define the limits.

Structs:

* **Wheel**: Object that show all the details about the vehicles' wheels.

**Enums:**

* **eColor-** In Car, show optional car colors.
* **eLicenseKind-** In MotorCycle, show optional license types.
* **eEnergyType-** In Engine, show the engine type.
* **eGasolineType-** In GasolineEngine, show optional fuel types
* **eTypeOfVehicle-** In VehicleFactory, show optional vehicle types.
* **eDoorsNumber-** In Car, show optional doors number for car.

