A Person has a name (just a first name for simplicity) and friends.

- Store the names of the friends in a string, separated by spaces.

- Provide a constructor that constructs a person with a given name and no friends.

- Provide methods

  ```
  public void befriend(Person p)

  -  Add a friend to person p

  public void unfriend(Person p)
  -  Delete a friend

  public String getFriendNames()
  -  Get the friends list

  public int getFriendCount()
  -  Count the number of friends
  ```
- Be sure to write testing code in your main method