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Implement the `ParkingSystem` class:

- ### Example 1:

```
[null, true, true, false, false]
```

```
ParkingSystem parkingSystem = new ParkingSystem(1, 1, 0);
parkingSystem.addCar(1); // return true because there is 1 available slot for
a big car
parkingSystem.addCar(2); // return true because there is 1 available slot for
a medium car
parkingSystem.addCar(3); // return false because there is no available slot
for a small car
parkingSystem.addCar(1); // return false because there is no available slot
for a big car. It is already occupied.
```

- 0 ≤ big, medium, small ≤ 1000
- carType is 1, 2, or 3
- At most 1000 calls will be made to addCar

Seen this question in a real interview before?

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