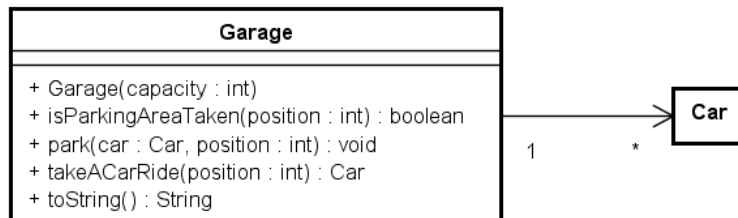


Exercise: Garage-array

Modify the Garage from a previous exercise in a way that the garage is not limited to two cars but a (fixed) number of cars defined as an argument to the constructor. The instance variable is of type `Car[]` i.e. an array.



Notes to class `Garage`:

- The class `Garage` has only one instance variable (of type `Car[]` i.e. an array).
- Change method `park` such that you cannot park a car already in the garage (i.e. loop through the array and only update the array if no elements in the array are equal to the object you are trying to insert)