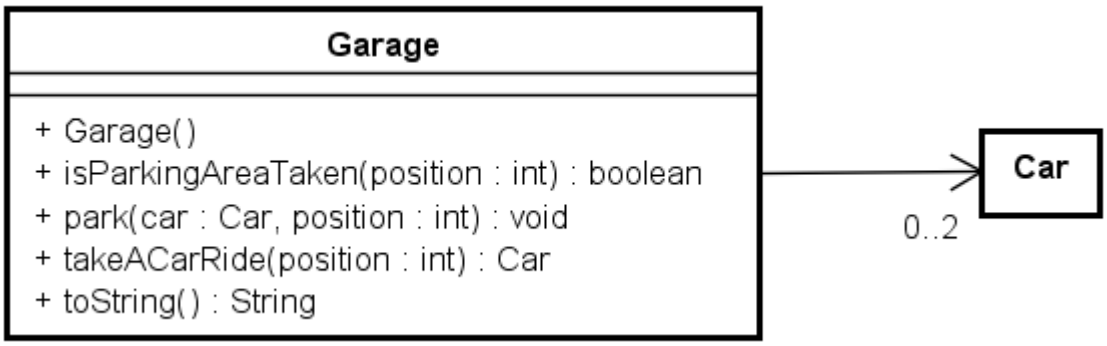
Exercise: Garage

In this exercise, you need a class `Car` and my suggestion is to reuse a class `Car` from a previous exercise.



Implement in Java a class `Garage` representing a car garage with up to two cars. The class should have:

- Two instance variables of type `Car` (`carAtPosition0` and `carAtPosition1`) representing the cars parked in the garage.
- A no-argument constructor. Set the two `Car`-object references to something representing no cars in the garage (`null`).
- A boolean method `isParkingAreaTaken(int position)` that return true if a car is parked at the position given by the argument passed to the method. (Assume that `position` is 0 or 1).
- A void method `park(Car car, int position)` that parks a car in the position given by the parameter. If there is already a car parked in that position the car cannot be parked there and nothing is done.
- A method `takeACarRide(int position)` that simulates driving a car from the garage leaving the parking area at this position empty. The method returns the reference to the `Car`-object that was on the position given by the parameter. If there is no car parked in that position the method return `null`. After calling this method, the parking area at this position is available.
- A `toString`-method returning all information in a string, i.e. all cars parked and at which position.

Implement a test class to test your solution