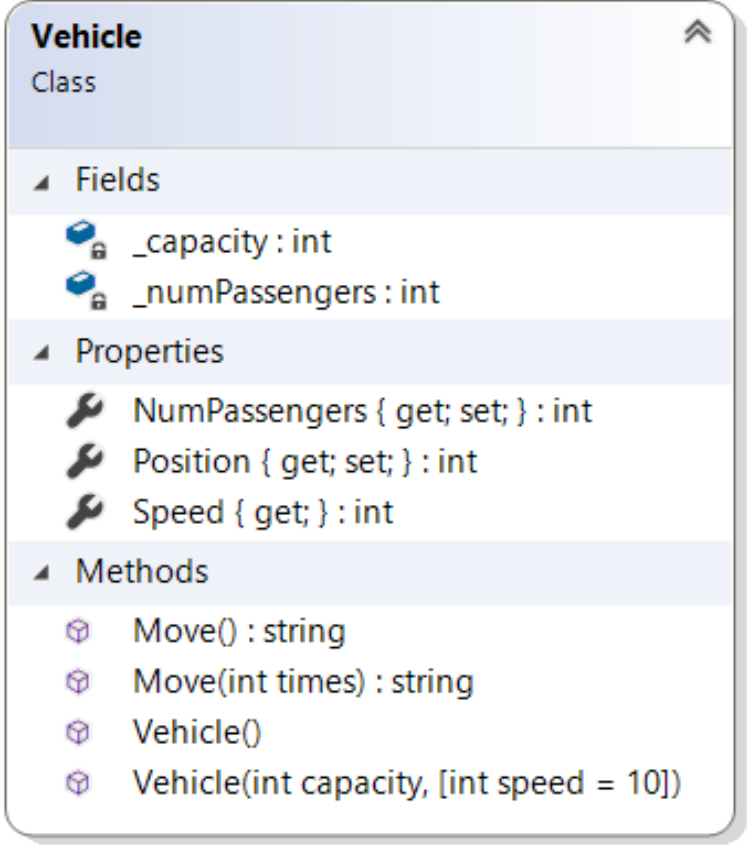
- Create a class `Vehicle` to correspond to the class diagram shown
- The `Position` property should have a public `get` and private `set`
- The Speed property should have a public `get` and init `set`
- `NumPassengers` has public `get` and `set` but the vehicle cannot carry:
  - More passengers than the capacity
  - A negative number of passengers
- It should pass the tests below
  - Add more tests to exercise all the functionality




```
[Test]
public void WhenADefaultVehicleMovesTwiceItsPositionIs20()
{
      Vehicle v = new Vehicle();
      var result = v.Move(2);
      Assert.AreEqual(20, v.Position);
      Assert.AreEqual("Moving along 2 times", result);
}
 [Test]
 public void WhenAVehicleWithSpeed40IsMovedOnceItsPositionIs40()
  {
       Vehicle v = new Vehicle(5, 40);
       var result = v.Move();
       Assert.AreEqual(40, v.Position);
       Assert.AreEqual("Moving along", result);
```

Homework

To simplify things our vehicle can only move in a straight line

SPARTA GLOBAL