- 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

Vehicle Class Fields capacity: int numPassengers: int Properties NumPassengers { get; set; }: int Position { get; set; }: int Speed { get; }: int Methods

- Move(): string
- Move(int times) : string
- Vehicle()
- Vehicle(int capacity, [int speed = 10])

```
[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

