Design a parking system for a parking lot. The parking lot has three kinds of parking spaces: big, medium, and small, with a fixed number of slots for each size.

Implement the ParkingSystem class:

* ParkingSystem(int big, int medium, int small) Initializes object of the ParkingSystem class. The number of slots for each parking space are given as part of the constructor.
* bool addCar(int carType) Checks whether there is a parking space of carType for the car that wants to get into the parking lot. carType can be of three kinds: big, medium, or small, which are represented by 1, 2, and 3 respectively. **A car can only park in a parking space of its**carType. If there is no space available, return false, else park the car in that size space and return true.

**Example 1:**

**Input**

["ParkingSystem", "addCar", "addCar", "addCar", "addCar"]

[[1, 1, 0], [1], [2], [3], [1]]

**Output**

[null, true, true, false, false]

**Explanation**

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.

**Constraints:**

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