A Bottle

* What is inside
* How much liquid inside
* What is the capacity
* Low in memory

By default my Bottles are empty and have a capacity of 250 CC;

A Bottle may be created as follows:  
receiving:  
- type of content  
- The of amount of liquid inside  
- Optional capacity, if not provided 250 CCs  
- if the amount of liquid exceeds the capacity, reset it to capacity silently.

Make sure a Bottle does not leak memory when leaving a scope.

-Add to the liquid volume of a Bottle using += operator and return the overflow if any.

A bottle can be copied

Do it at home for practice for midterm:

Overload assignment operator

Add the content of one bottle into another and return the overflow into a third bottle if any.

If the content of the bottles are not the same nothing happens and the third bottle will be empty