**TDD - Implement functionality for the following classes**

Truck

A truck is a type of vehicle that can be used to transport loads (e.g., a farmer could transport produce to market).

It has a potential capacity and current contents. The user can load or unload it. This truck should make \*no\* checks to ensure that the contents size remains "in bounds".

SaferTruck

Extends the Truck class to do bounds checking so that this Safer Truck doesn't overflow or try to empty more than it has in it.

This Safer Truck will ensure that the contents stays in bounds, that is SaferTruck will not allow the user to load above the capacity or remove beyond the existing contents.

If a load or unload operation cannot be completed as requested, it is not carried out and returns false as its value.

Comments are included to reflect this behavior.