1. The `Bus` class simulates the activity of a bus. A bus moves back and forth along a single route, making stops along the way. The stops on the route are numbered consecutively starting from up to and including a number that is provided when the `Bus` object is created. You may assume that the number of stops will always be greater than 0.

   The bus starts at the first stop and is initially heading toward the last stop. At each step of the simulation, the bus is at a particular stop and is heading toward either the first or last stop. When the bus reaches the first or last stop, it reverses direction. The following table contains a sample code execution sequence and the corresponding results.

Statement or Expression	Value returned (blank if no value)	Comment
`Bus bus1 = new Bus(3);`		The route for `bus1` has three stops numbered 1–3.
`bus1.getCurrentStop();`	1	`bus1` is at stop 1 (first stop on the route).
`bus1.move();`		`bus1` moves to the next stop (2).
`bus1.getCurrentStop();`	2	`bus1` is at stop 2.
`bus1.move();`		`bus1` moves to the next stop (3).
`bus1.getCurrentStop();`	3	`bus1` is at stop 3.
`bus1.move();`		`bus1` moves to the next stop (2).
`bus1.getCurrentStop();`	2	`bus1` is at stop 2.
`bus1.move();`		`bus1` moves to the next stop (1).
`bus1.move();`		`bus1` moves to the next stop (2).
`bus1.getCurrentStop();`	2	`bus1` is at stop 2.
`bus1.getCurrentStop();`	2	`bus1` is still at stop 2.
`Bus bus2 = new Bus(5);`		The route for `bus2` has five stops numbered 1–5.
`bus1.getCurrentStop();`	2	`bus1` is still at stop 2.
`bus2.getCurrentStop();`	1	`bus2` is at stop 1 (first stop on the route).

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Write the complete `Bus` class, including the constructor and any required instance variables and methods. Your implementation must meet all specifications and conform to the example.