Water Bottle
Problem ID: a17p01waterbottle

Write a class `WaterBottle` which has a maximum capacity and some contents, given in liters. The corresponding attributes should be called `max_capacity` and `current_contents`.

The class should have 4 methods:

1. `__init__(max_capacity)`: Should accept a parameter called `max_capacity` with a default value of 2, that specifies the maximum capacity of the waterbottle, and set the corresponding attribute accordingly. It should also initialize the current contents to $0L$.
2. `fill()`: Should fill the bottle to its maximum capacity.
3. `drink(amount)`: Should reduce the contents of the bottle, and return the extracted amount.
   - If the amount is less than 0, nothing changes (you are not supposed to spit into the bottle).
   - If the amount is more than the current contents, the bottle is emptied.
   - Otherwise the amount is subtracted from the contents.
4. `__str__()`: Should return a string stating how many liters of water are currently in the bottle. Print to 1 decimal places, e.g. "$2.3L$".

Remember that the `__str__()` method should never print anything, only *return* a string.

Note: You do **not** need to submit the main program as part of your solution, only the file that contains the class `WaterBottle`.

The following is an example main program. This example is also included in the supplied "`main.py`" file:

```
bottle = WaterBottle(5)
print(f"Bottle max capacity: {bottle.max_capacity}L.")

bottle.fill()
print(f"Currently holding {bottle.current_contents}L of water.")

sip = bottle.drink(3.7)
print(f"Received {sip} liters.")

print(bottle)
```

Output

The following is the corresponding output for the sample program given above:

```
Bottle max capacity: 5L.
Currently holding 5.0L of water.
Received 3.7 liters.
The bottle currently holds 1.3L of water.
```