## Glass
Public Class

- capacity: float
- quantity: float

- Glass()
- Glass(capacity: float)
- getCapacity() : float
- setCapacity(quantity: float) : void
- fill(c: float) : void
- status() : void

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Glass
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capacity - Glass capacity [default 0.5 ]
quantuty - current quantity of water in glass. Can not exceed glass capacity  [default 0]

fill(float c) - increases the quantity of water in glass by 'c'. [will be called by Human.]
status() - prints the current status of the glass in screen

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## Jug
Public Class

- capacity: float
- quantity: float

- Jug()
- Jug(capacity: float)
- Jug(capacity: float, quantity: float)
- getCapacity() : float
- setCapacity(quantity: float) : void
- fill(q: float) : void
- pour(g: Glass, q: float) : void
- status() : void

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Jug
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capacity - Jug capacity [default 3.0 ]
quantuty - current quantity of water in jug. Can not exceed Jug capacity  [default 0]

fill(float q) - increases the quantity of water in Jug by q'.  [will be called by Human.]
pour( g, q) - decreases  the quantity of Jug j by q amount  [will be called by Human.]
status() - prints the current status of Jug in screen

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## Human
Public Class

- name: String

- Human()
- Human(name: String)
- getName() : String
- setName(name: String) : void
- fillGlass(g: Glass, j: Jug, quantity: float) : void
- fillJug(j: Jug, quantity: float) : void
- drink(g: Glass, quantity: float) : void
- status() : void

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Human
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name - name of the human

fillGlas(g,j,q) - filles a glass g by quantity q from jug j. Should increase the quantity in glass
                          and decrease quantity in jug
fillJug(j,q) - filles a Jug j by quantity q. Should increase the quantity in Jug
drink(g, q) - should decrease the fluid quantity in glass by q.
status()-  print the name and total consumed water in screen