

# WaterBottle

A simple WaterBottle class that represents a WaterBottle

## Instance Variables

A WaterBottle should be able to keep track of, in an integer number of fluid ounces:

- Capacity: max amount of water
- Current amount of water

## Constructors

- `WaterBottle()` will make an empty WaterBottle with capacity 32.
- `WaterBottle(water, capacity)` will make a WaterBottle accordingly.

## Methods

- `toString()` should return a String with this format:
  - “WaterBottle: current/capacity” ex “WaterBottle: 19/32”
- Appropriate getters and setters for each instance variable
- The following two methods should use the setters defined above
  - `fill()` will fill the water bottle to capacity
  - `empty()` will empty the water bottle
- `getDifferenceFrom(WaterBottle)` returns difference in water between two bottles
  - If this WaterBottle has less water, then this value is negative
- `hasLessWaterThan(WaterBottle)` returns true if this WaterBottle has less water than other