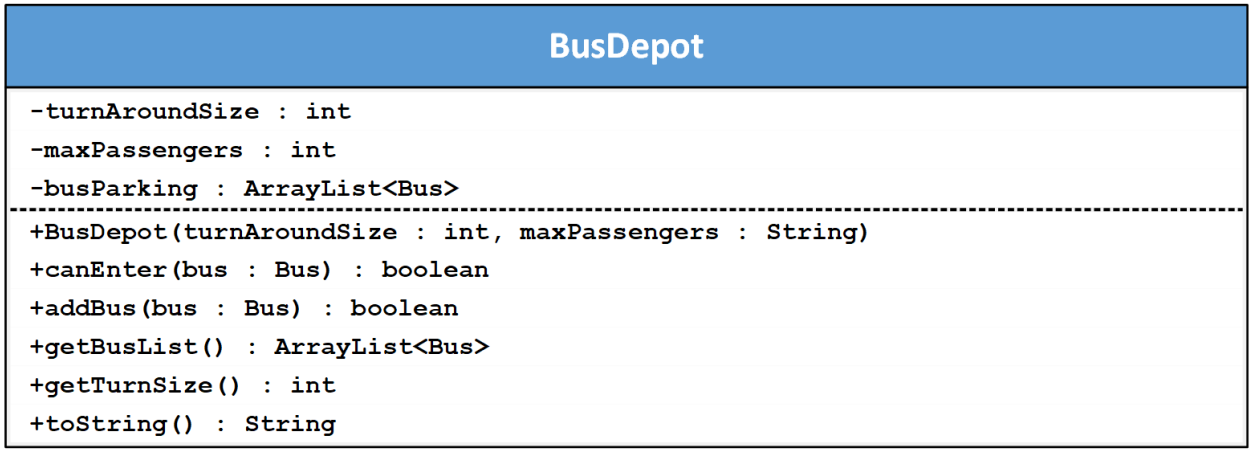
Step 4- Building a Bus Depot

Consider the Following UML Diagram that represents a BusDepot object.



You are required to implement this class following these specifications:

Attributes

1. **turnAroundSize** - represents the room available for a bus to turn around in feet.
2. **maxPassengers** - represents the maximum number of passengers (per bus) that the Depot allows.
3. **busParking** - is a list of Buses that can park at the Bus Depot

Methods

- The constructor is just responsible for setting the attributes according to the corresponding parameters passed in.
- The **canEnter** method specifies whether a given Bus can park at the depot. A bus can only park if:
    - The turnAroundSize value is greater than the turnRadius which is based on bus length for the given bus.
    - Only buses with less than the given value for maxPassengers can park at the depot.
- The method **addBus** will attempt to add a Bus to the list of buses that can park at the Bus Depot. This method will return true if the bus was added to the list, false otherwise. Note that a bus must *be able to park* before being added…
- The method **getBusList** will return the array list of buses that can park at a particular depot.