🚙 Python OOP Activity: Car Class Simulation (Fuel Management Enhancement)

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1. Add a Fuel Attribute:

- What to do:
    - Add a fuel attribute to your Car class to track the fuel level (percentage). Set the initial value to 100%.

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2. Add a Method to Refuel the Car:

- New Method:
    - **refuel(self, amount):**
        - This method will increase the fuel level by the specified amount. Ensure that fuel never exceeds 100%.
        - Hint: If the car's fuel level is already at 100%, the method should print a message saying the fuel is already full.

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3. Reduce Fuel When Driving:

- What to do:
    - Modify the drive(self) method so that it reduces the fuel each time the car drives.
    - Hint: For example, each time the drive() method is called, reduce the fuel by 10%.

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4. Add a Car Status Report:

- What to do:
    - Add a **car_status(self)** method that prints the car's current status. Include:
        - Color of the car
        - Model of the car
        - Current fuel level (percentage)

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5. Modify the Brake Method:

- What to do:
    - When the car stops (via brake()), print a message that the car has stopped.
    - Hint: If the car has already stopped, print a message saying the car is already stopped.

Bonus Challenge (Optional):

1. Prevent Overfilling Fuel:
    - Ensure that the fuel level never exceeds 100% when refueling.
2. Error Handling:
    - Add error handling for invalid input, like negative values for fuel. Print an error message if an invalid value is passed.