class CarParkingSystem:

def \_\_init\_\_(self, total\_spaces):

self.total\_spaces = total\_spaces

self.available\_spaces = total\_spaces

def park\_car(self):

if self.available\_spaces > 0:

self.available\_spaces -= 1

return "Car parked successfully."

else:

return "Sorry, the car park is full."

def free\_up\_space(self):

if self.available\_spaces < self.total\_spaces:

self.available\_spaces += 1

return "Space has been freed up successfully."

else:

return "No space to free up."

def get\_parking\_availability(self):

return f"Real-time parking availability: {self.available\_spaces} out of {self.total\_spaces} spaces available."

def main():

parking\_system = CarParkingSystem(total\_spaces=100)

print(parking\_system.get\_parking\_availability())

# Park cars

print(parking\_system.park\_car())

print(parking\_system.get\_parking\_availability())

# Free up spaces

print(parking\_system.free\_up\_space())

print(parking\_system.get\_parking\_availability())

if \_\_name\_\_ == "\_\_main\_\_":

main()