

Locker class

Create the class `Locker`. It represents a storage locker that can be locked and unlocked with a code.

- it has a constructor taking one **AND ONLY ONE** explicit argument: the code to unlock the storage
 - the constructor must check that the code provided is a string, with at least 3 characters
 - otherwise, raise an `AttributeError`
- the `Locker` objects must have two attributes:
 - `locked`: boolean (True or False). When a new locker is created, it is NOT locked by default.
 - `contents`: a list. When a new locker is created, it is empty (`contents` is an empty list).
- a locker can be locked with the `.lock()` method. It does not take any explicit arguments.
- a locker can be unlocked with the `.unlock_with_code` method. It takes one explicit argument: the combination to unlock the locker. It returns a boolean value: whether the unlock operation succeeded or not.
- the method `.is_empty()` does not take any explicit arguments and returns a boolean: whether the locker is empty or not (i.e. - is there anything in `contents`?).

You can use the `test_locker.py` file to check your code.