## Weapon

Create a **class Weapon**. The **\_\_init\_\_** method should receive the number of **bullets** (**integer**). Create an attribute called **bullets** to store them. The class should also have the following methods:

* **shoot()** - if there are bullets in the weapon, **reduce** them **by 1** and return a message **"shooting..."**. If there are **no bullets** left, return: **"no bullets left"**.
* **\_\_repr\_\_()** - returns **"Remaining bullets: {amount\_of\_bullets}"**. You can read more about the **\_\_repr\_\_** method here: [link](https://www.journaldev.com/22460/python-str-repr-functions).

### Example

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| --- | --- |
| **Test Code** | **Output** |
| weapon = Weapon(5)  print(weapon.shoot())  print(weapon.shoot())  print(weapon.shoot())  print(weapon.shoot())  print(weapon.shoot())  print(weapon.shoot())  print(weapon) | shootin...  shooting...  shooting...  shooting...  shooting...  no bullets left  Remaining bullets: 0 |