## Inventory

Create a **class Inventory**. The **\_\_init\_\_** method should accept only the **\_\_capacity** (private attribute) of the inventory. You can read more about private attributes [here](https://www.tutorialsteacher.com/python/private-and-protected-access-modifiers-in-python). Each inventory should also have an attribute called **items**, where all the items will be stored. The class should also have **3 methods**:

* **add\_item(item)** - adds the item in the inventory if there is space for it. Otherwise, returns   
  **"not enough room in the inventory"**
* **get\_capacity()** - returns the value of **\_\_capacity**
* **\_\_repr\_\_()** - returns **"Items: {items}.\nCapacity left: {left\_capacity}"**. The items should be separated by **", "**

### Example

|  |  |
| --- | --- |
| **Test Code** | **Output** |
| inventory = Inventory(2)  inventory.add\_item("potion")  inventory.add\_item("sword")  print(inventory.add\_item("bottle"))  print(inventory.get\_capacity())  print(inventory) | not enough room in the inventory  2  Items: potion, sword.  Capacity left: 0 |