## Vehicle

Create a **class Vehicle**. The **\_\_init\_\_** method should receive a **type** (str), a **model** (str), and a **price** (int). You should also set an **owner** to **None**. The class should have the following methods:

* **buy(money, owner)**
  + If the person **has enough money** and the vehicle has **no owner**, **sets** the **owner** to the given one and returns: **"Successfully bought a {type}. Change: {change}"**. Change should be formatted to the **second decimal place**.
  + If the **money is not enough**, return: **"Sorry, not enough money"**
  + If the car **already has** an **owner**, return: **"Car already sold"**
* **sell()** - if the car **has an owner**, set it to **None** again. Otherwise, return: **"Vehicle has no owner**"
* **\_\_repr\_\_()** - returns **"{model} {type} is owned by: {owner}"** if the vehicle **has** an **owner**. Otherwise, return: **"{model} {type} is on sale: {price}"**

### Example

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| **Test Code** | **Output** |
| vehicle\_type = "car"  model = "BMW"  price = 30000  vehicle = Vehicle(vehicle\_type, model, price)  print(vehicle.buy(15000, "Peter"))  print(vehicle.buy(35000, "George"))  print(vehicle)  vehicle.sell()  print(vehicle) | Sorry, not enough money  Successfully bought a car. Change: 5000.00  BMW car is owned by: George  BMW car is on sale: 30000 |