## Cup

Create a class called Cup. Upon initialization it should receive size (number) and quantity (a number representing **how much liquid** is in it).

The class should have **two methods**:

* fill(milliliters) which will **increase** the amount of liquid in the cup with the given **milliliters** (**if** there is **space** in the cup, **otherwise ignore**).
* status() which will **return** the **amount** of **free space** left in the cup.

Submit only the class in the judge system. Do not forget to test your code.

### Examples

|  |  |
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| **Test Code** | **Output** |
| cup = Cup(100, 50)  print(cup.status())  cup.fill(40)  cup.fill(20)  print(cup.status()) | 50  10 |