## Glass

Create a class called **Glass**. Upon initialization it will **not receive any parameters**, you must create however an **instance attribute** called **content** which should be equal to **0**. You should also create a **class attribute** called **capacity** which should be **250 ml**. Create **3 instance methods**:

* **fill(ml)** - fill the glass with the given milliliters if there is **enough space** in it and return **"Glass filled with {ml} ml"**, otherwise return **"Cannot add {ml} ml"**
* **empty()** - empty the glass and return **"Glass is now empty"**
* **info()** - returns info about the glass in the format **"****{space\_left} ml left"**

### Examples

|  |  |
| --- | --- |
| **Test Code** | **Output** |
| glass = Glass()  print(glass.fill(100))  print(glass.fill(200))  print(glass.empty())  print(glass.fill(200))  print(glass.info()) | Glass filled with 100 ml  Cannot add 200 ml  Glass is now empty  Glass filled with 200 ml  50 ml left |