## Vehicle

Create an **abstract class called** Vehicle that should have abstract methods drive and refuel. Create **2 vehicles** that **inherit the** Vehicle class (a Car and a Truck) and simulates **driving** and **refueling** them. Car and Truck both receive fuel\_quantity and fuel\_consumption in liters per **km** upon initialization. They both can be driven a given **distance**: drive(distance) and refueled with a given amount of fuel: refuel(fuel). It is summer, so both vehicles use air conditioners and their fuel consumption per **km** when **driving** is **increased by 0.9 liters** for the **car** and **with 1.6 liters** for the **truck**. Also, the Truck has a tiny hole in its tank and when it is refueled it keeps only **95% of the given fuel**. The car has no problems and adds all the given fuel to its tank. If a vehicle **cannot travel** the given distance, its fuel **does not change**.

***Note: Submit all your classes and imports in the judge system***

### Examples

|  |  |
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| **Test Code** | **Output** |
| car = Car(20, 5)  car.drive(3)  print(car.fuel\_quantity)  car.refuel(10)  print(car.fuel\_quantity) | 2.299999999999997  12.299999999999997 |
| truck = Truck(100, 15)  truck.drive(5)  print(truck.fuel\_quantity)  truck.refuel(50)  print(truck.fuel\_quantity) | 17.0  64.5 |