1- Create User class
    a. Class variable name and has value user
    b. Variable instance name
    c. You can initialize object with name value or no value
    d. Class method called name return class variable
    e. Class method to change class variable
    f. Create setter method for instance variable
    g. Create getter method to return instance variable
2- Create class math
    a. Has instance method called calc
    b. Calc method calculated (+, -, *, /)
    c. take 3 arguments (number, number, operator) and execute the expression
    d. validate the number argument should be number not string or empty value
    e. raise error if not valid number
    f. validate division by 0
    g. validate operator which mean If send not supported operator raise error msg called not supported operator
    h. hint => use eval method
3- Create Module
    a. Contain class Person
        i. Has fname, lname, birth_date and age as instance variable with default value
        ii. Instance method get person data take input from user
            1. Name
            2. Lname
            3. Birth date
            4. Calc age
        iii. Has welcome method will print
            1. Welcome msg fname + lname
            2. Your age years
            3. Month
            4. Days old