**Directions**: Create a Python module named csp1-4-1b.py. Add the following code to the module. Do not forget to test!!!

1. Define a class named Circle. This class should have one attribute and one method:
   1. radius
   2. diameterCalculator(), A method that calculates and returns the calculated diameter
      1. Use the equation (), using 3.14 in the place of .
      2. This method must use the radius attribute in its calculations.
2. Create an instance of the Circle class.
3. Set the attribute radius of the Circle object instance created in the previous step.
4. Create an instance of the Circle class.
5. Call the diameterCalculator() method and print the results returned.
6. Define a class named Animal. This class should have three attributes and six methods:
   1. Attributes
      1. age
      2. weight
      3. gender
   2. Methods
      1. setAge(), A method that changes the age attribute using user input.
      2. setWeight(), A method that changes the weight attribute using user input.
      3. setGender(), A method that changes the gender attribute using user input.
      4. Three methods, one for each attribute that returns the value.
         1. getSpecies() getAge() getGender()
7. Create a constructor method in the Animal class. Code this method to accept parameter values for the three attributes (age, weight, gender). Set the properties based upon the parameters passed into the constructor method.
8. Create an instance of the Animal class passing values for the three parameters (age, weight, gender).
9. Print the attributes of the Animal object using the getSpecies(), getAge(), and getGender() methods.
10. Set the attributes of the Animal object using the setSpecies(), setAge(), and setGender() methods.
11. Print the attributes of the Animal object using the getSpecies(), getAge(), and getGender() methods.