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

***Java Directions****: If you are doing this as a Java exercise, you will need to create a class file for each class and test it in a main method. Sample Java main method follows:*

*Public static void main(String[] args) {*

*}*

**Circle Class**

1. Define a class named Circle. This class should have one attribute and one method:
   1. radius
   2. circumference (), A method that calculates and returns the calculated circumference of the circle
      1. Use the equation (), using 3.14 in the place of .
      2. This method must use the radius attribute in its calculations.
2. Create a constructor for the Circle class. This constructor needs to receive a radius parameter and set the value of the radius attribute (*instance variable*)
3. Create an instance of the Circle class.
4. Create an instance of the Circle class passing a value for radius.
5. Call the circumference() method and print the results returned.

**Animal Class**

1. Define a class named Animal. This class should have three attributes and six methods:
   1. Attributes
      1. age
      2. weight
      3. gender
   2. Methods ***(Python coders: DO NOT USE THE input() function for these methods)***
      1. setAge(), A method that changes the age based upon the value passed into the method.
      2. setWeight(), A method that changes the weight based upon the value passed into the method.
      3. setGender(), A method that changes the gender based upon the value passed into the method.
      4. Three methods, one for each attribute that returns the value.
         1. getAge() getAge() getGender()
2. 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.

**Note**: *These properties are called* ***instance variables****. Each instance of the class will have its own set of these variables. Instance variables are typically defined just below the class definition statement. They should be passed in to the constructor and set at that point.*

**Java Programmers must include a modifier when defining these variables that forces other routines to use the setters and getters.** *Unfortunately this cannot be done in Python.*

1. Create an instance of the Animal class passing values for the three parameters (age, weight, gender).
2. Print the attributes of the Animal object using the getAge(), getWeight()and, getGender() methods.
3. Set the attributes of the Animal object using the getAge(), getWeight()and, getGender() methods.
4. Print the attributes of the Animal object using getAge(), getWeight()and, getGender() methods.