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

**Animal Class**

1. Define a class named Animal. This class should have one attribute *(instance variable)* and one method:
   1. gender
   2. A getGender() method that returns the value of gender.
2. Create a constructor for the Animal class that:
   1. Accepts the value gender as a parameter and sets the gender attribute.
   2. Prints the value of the gender attribute using the getGender() meth0d.
3. Create an instance of the Animal class passing gender value into it.

**Mammal Class *(Subclass of Animal)***

1. Define a class named Mammal. This class must be a subclass of the Animal class.
   1. Attributes:
      1. isWarmBlooded
      2. weight
   2. Methods:
      1. getWarmBlooded()
      2. setWarmBlooded()
      3. getWeight()
      4. setWeight()
      5. move() - Just print “*Mammal Moves*” in this method for the moment.
      6. makeNoise() - Just print “*Mammal Makes a Noise*”
2. Create a constructor for the Mammal class that:
   1. Accepts the values gender, isWarmBlooded, and weight as parameters and sets the appropriate attributes.
   2. Prints the values of gender, isWarmBlooded, and weight using the appropriate “get” methods.

**Feline class *(Subclass of Mammal)***

1. Define a class named Feline. This class must be a subclass of the Mammal class.
   1. Attributes:
      1. age
      2. type
      3. isDangerous
   2. Methods:
      1. Getters and setters for all three attributes above.
2. Create a constructor for the Feline class that:
   1. Accepts the values age, type, isDangerous as parameters and sets the appropriate attributes.
   2. Prints the values of age, type, and isDangerous, using the appropriate “get” methods.
3. Create the makeNoise() method that prints “Feline says purr”.

**Canine Class *(Subclass of Mammal)***

1. Define a class named Canine. This class must be a subclass of the Mammal class.
   1. Attributes:
      1. age
      2. breed
      3. runSpeed
   2. Methods:
      1. Getters and setters for all three attributes above.
2. Create a constructor for the Canine class that:
   1. Accepts the values age, breed, runSpeed as parameters and sets the appropriate attributes.
   2. Prints the values of age, breed, and runSpeed, using the appropriate getter methods.
3. Create the makeNoise() method that prints “Canine says howl”.

**Test your Classes**

It is a good idea to test as you go, but now we want to test the entire set of classes.

1. Create an instance of Animal class using “female” as the gender
2. Create an instance of the Mammal class that is warm blooded and weighs 110 pounds.
   1. Set the value of the gender attribute using the setGender() method.
   2. Print the gender of your mammal using the getGender() method.
   3. Print the value of isWarmBlooded and the weight using the appropriate getter methods.
3. Create an instance of the Feline class that is two years old, a Tiger, and is dangerous.
   1. Set the value of the gender attribute using the setGender() method.
   2. Print the gender of your mammal using the getGender() method.
   3. Set the values of isWarmBlooded and the weight using the appropriate setter methods.
   4. Print the value of isWarmBlooded and the weight using the appropriate getter methods.
   5. Print the values of the age, type and isDangerous attributes using the appropriate getter methods.
4. Create an instance of the Canine class that is two years old, a Labrador, and has a runSpeed of 18 MPH.
   1. Set the value of the gender attribute using the setGender() method.
   2. Print the gender of your mammal using the getGender() method.
   3. Set the values of isWarmBlooded and the weight using the appropriate setter methods.
   4. Print the value of isWarmBlooded and the weight using the appropriate getter methods.
5. Print the values of the age, breed and runSpeed attributes using the appropriate getter methods.
6. Call the makeNoise() and move() methods for the following object instances you created above:
   1. Mammal
   2. Feline
   3. Canine
7. Call the makeNoise() and move() methods for the following object instances you created above:
   1. Mammal
   2. Feline
   3. Canine
8. Call the superclasses makeNoise() method from your Feline and Canine object instances.