**Title:** Music Library Algorithm

**Author:** Shaun Clarke

**Goal:** This program mimics some of the basic functionalities of a music library.

**Steps:**

1. Import Dict from typing for type hinting
2. Define a parent class Animal:
   1. This parent class has the basics needed to create an animal.
   2. Define a class variable \_\_zoo\_keeper, which is a dict that will hold animals.
   3. The construct or takes the animal’s name, species, and animal(type of animal) and initializes the following:
      1. The animals name.
      2. The animals species
      3. A method thad adds the created animal