Given the following UML diagram implement the class `Activity`

```
                    Activity

  activityName: String

  calsBurnedPerMin: double

  Activity (String, double)
  getCalsBurnedMinute():double
  getActivity():String
  getCaloriesBurned(int, int): double
```
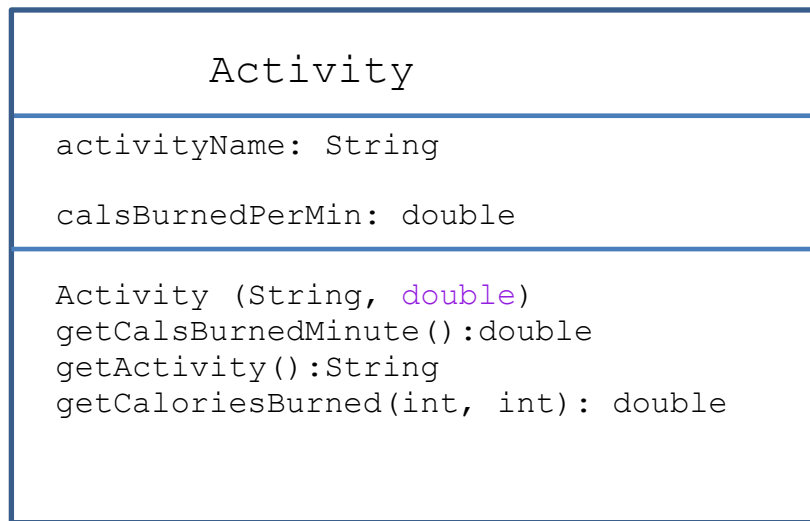
All `Activity` objects have an `activityName` and a number of calories burned per minute per pound of body weight (`calsBurnedPerMin`).
An `Activity` should have `get` methods for each of the instance variables and a method called `getCaloriesBurned()` which will accept two arguments, `minsOfActivity` and `pounds` and will return the amount of calories burned.

Include a `toString()` and `equals()` method in your class

Write a tester for your class which will do each of the following:
  ➢ Create an `ArrayList` of `Activity` objects

  ➢ Write a piece of code to add 5 activities to your activityList.

  ➢ Display all activities in the list on screen.

  ➢ Count and display all the activities that burn more than `noOfCalories` per minute. (`noOfCalories` should be entered by user).

  ➢ Prompt the user to enter body weight in pounds and total minutes of activity and display the total calories burned for each activity.

  ➢ Prompt the user to enter an Activity name, a weight in pounds and total minutes of activity and display the calories burned.

Some sample activities and calories burned per pd per minute

Activity	Calories
Basketball	.063
Walking	.037
Bicycling (9.5 mph)	.045
Golf	.038
Running (8-minute mile)	.095
Sitting Still	.009
Swimming	.071