## Mammal

Create a class called **Mammal**. Upon initialization it should receive a **name**, **type** and **sound**. Create **class attribute** called **kingdom** which should not be accessed outside the class and set it to be **"animals"**. Create **three more instance methods**:

* **make\_sound()** - returns a string in the format **"{name} makes {sound}"**
* **get\_kingdom()** - returns the private kingdom attribute
* **info()** - returns a string in the format **"{name} is of type {type}"**

### Examples

|  |  |
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| **Test Code** | **Output** |
| mammal = Mammal("Dog", "Domestic", "Bark")  print(mammal.make\_sound())  print(mammal.get\_kingdom())  print(mammal.info()) | Dog makes Bark  animals  Dog is of type Domestic |