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Question 1 [C02] [10 Points]

Design the **Soldier** class so that the following Tester class generates the expected output

Driver Code	Outputs
<pre> public class Tester2{ public static void main(String[] args){ Soldier sld1 = new Soldier(); Soldier sld2 = new Soldier(); Soldier sld3 = new Soldier(); sld1.setInfo("Hannibal", 2); sld2.setInfo("Caeser"); sld3.setInfo("Scipio"); System.out.println(sld1.giveInfo()); System.out.println(sld3.giveInfo()); System.out.println("1-----"); sld1.addWork("Patrol the borders"); sld1.addWork("Defend the city"); System.out.println(sld1.giveInfo()); System.out.println("2-----"); sld1.addWork("Conduct drills"); sld1.addWork("Train new recruits"); sld1.addWork("Maintain equipment"); System.out.println(sld1.giveInfo()); System.out.println("3-----"); sld3.addWork("Lead the cavalry"); System.out.println(sld3.giveInfo()); System.out.println("4-----"); System.out.println(sld2.giveInfo()); } } </pre>	<pre> Name: Hannibal Rank: 2 earning: 20 No work assigned. Name: Scipio Rank: 1 earning: 10 No work assigned. 1----- Name: Hannibal Rank: 2 earning: 26 Work: Patrol the borders Defend the city 2----- Cannot add more work Name: Hannibal Rank: 2 earning: 32 Work: Patrol the borders Defend the city Conduct drills Train new recruits 3----- Name: Scipio Rank: 1 earning: 13 Work: Lead the cavalry 4----- Name: Caeser Rank: 1 earning: 10 No work assigned. </pre>