**Spring Dependency Injection Assignment**

Assignment 1

* Create a new project.
* Define a new implementation for the Coach interface. You can use whatever sport you would like.
* Reference your new implementation in the Spring config file.
* Test your application to verify you are retrieving information from your new Coach implementation.

Assignment 2

* Create a new project.
* Define a new implementation for the FortuneService.
* When the getFortune() method is called it should return a random fortune from the array.
* Your fortune service should define three fortunes in an array.
* Inject your new dependency into your Coach implementation.
* Test your application to verify you are retrieving random fortunes.