

1. A Model class "Employee" has the below properties

- empId – String – E.g.: Y001
- empName – String – E.g.: Yash
- empRole – String – E.g.: Trainee
- Create a spring xml configuration file to create a bean entry

for the Employee object with some sample property values

The client program should be able to display all the details of the Movie object on the console.

2. Create a class called PrintMessage with a single member variable called message which is initialized with a default value "Yash". Instantiate this class and test

3. Create an abstract parent class called Shape with an abstract draw method and create subclasses of this class like Rectangle, Triangle and Parallelogram. Define a simple java class called DrawShape, which will instantiate an object depending on the dependency injection and calls appropriate draw method.

4. Create a class called ConstructorMessage with a single member variable called message which is initialized with null. The class will have a parameterized constructor which initializes the member variable called message. Instantiate this class using Inversion control and test. [Perform Constructor Injection]

5.

Create a class called SetterMessage with a single member variable called message which is initialized with null.

Instantiate this class using Inversion control and test[  
Perform Setter Injection ]