Activity 7 Part 1: Dependency Injection

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Screenshots:

A screenshot of a computer

Description automatically generated

Here you can see the ouput from using Dependency Injection plugin. Here it was named service provider.

A black screen with white text

Description automatically generated with low confidence

Here we used the same injection to give johnny a sword instead.

A screen shot of a computer

Description automatically generated with medium confidence

Here we changed it around a bit and gave johnny our hero a gun.

Summary of key concepts:

In this part of the activity we used dependency injection to choose what weapon our hero was going to wield within a little bit of code. We used the interface weapon to run through each of the weapon types to determine the output from the choice. Of course we did have a few heroes that could only use specific weapons in which they could not use others. This was a fun activity to learn the basics of dependency injection by seeing how it works while giving johnny different weapons.