

Car Dealership Application

A. Problem Statement:

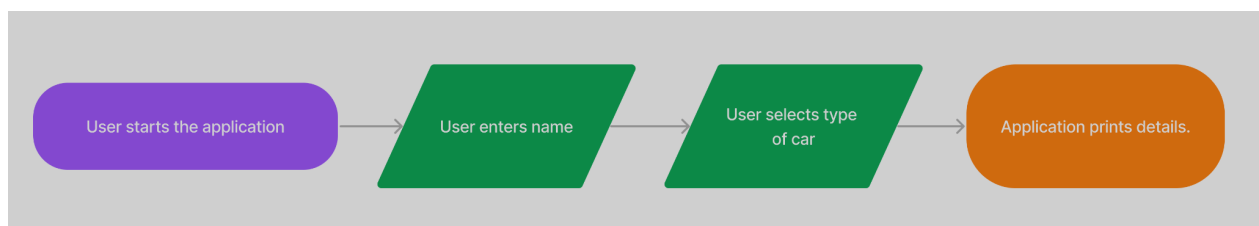
Suppose you are a software developer working at called "Infinity Autos". You are assigned to create a console application using Spring Boot and the concept of Inversion of Control.

The application takes the user name and choice of the car the user wants and prints the details of the choice of Car Selected by the User on the console.

B. Steps to Create the Project:

1. Go to start.spring.io and create a new project.
2. Add the necessary dependencies for the project.
3. Create a Car interface with three methods
 - getInfo
 - setOwnerName
 - getOwnerName
4. Create three classes NormalCar, SportsCar, and Truck each implementing the Car interface with a common attribute
 - String owner
5. Override the Car interface methods in the classes.
6. Create the required beans.
7. Run and test your code.

C. Application Flow:



D. Sample Output:

```
Hi , please enter your name
John
please select your car of choice
1) family car
2)sports car
3)Truck
3
John owns A Truck
```