1. Create a dependency injection sample for Painter class

   1.1 inject tools (or paintbrush) to painter object via Dependency injection

2. Create at least 10 NUnit tests

   2.1 run the tests using both visual studio and command line

```
C:\Windows\System32\cmd.exe                                                    —    □    ✕

Microsoft Windows [Version 10.0.19045.6093]
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C:\Users\yuvaraj.k\source\repos\Day_7_Task\TestProject>dotnet test
Restore complete (1.4s)
  Day_7_Task succeeded (0.6s) → C:\Users\yuvaraj.k\source\repos\Day_7_Task\Day_7_Task\bin\Debug\net8.0\Day_7_Task.dll
  TestProject succeeded (1.1s) → bin\Debug\net8.0\TestProject.dll
NUnit Adapter 4.5.0.0: Test execution started
Running all tests in C:\Users\yuvaraj.k\source\repos\Day_7_Task\TestProject\bin\Debug\net8.0\TestProject.dll
  NUnit3TestExecutor discovered 10 of 10 NUnit test cases using Current Discovery mode, Non-Explicit run
NUnit Adapter 4.5.0.0: Test execution complete
  TestProject test succeeded (7.7s)

Test summary: total: 10, failed: 0, succeeded: 10, skipped: 0, duration: 7.6s
Build succeeded in 13.3s

C:\Users\yuvaraj.k\source\repos\Day_7_Task\TestProject>
```