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SE-461

Lunar Lander Classwork Tutorial

**GAMECONTROLLER.JAVA ADDED TEST**

*@Test*

public void testRun() {

gc.run();

System.***out***.println("TESTTESTTESTTEST: " + gc.getSpaceCraft().getBurnRate());

*assertTrue*(gc.getSpaceCraft().getBurnRate() >= 0);

}

**SPACECRAFT.JAVA ADDED TEST**

*@Test*

public void testGetAltitude() {

SpaceCraft sc = new SpaceCraft();

sc.init();

*assertTrue*(sc.getAltitude() > 0);

}

**SCREENSHOTS**

Text

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