## Designing for testability

- 1. When is a class controllable? How do you make a class controllable?
- 2. When is a class observable? How do you make a class observable?
- **3**. The book says: *whenever we need a spy to assert the behavior, we must ask ourselves why we need a spy.* Why is this?
- 4. Is the change shown in Listing 7.11 in the book a good solution to improve observability?
- 5. Is this testable? If not, why not?

**6**. Would you create a Clock class and create an attribute of type Clock in ChristmasDiscount? Or pass a value of type LocalDate to the applyDiscount method? Why?

7. How can you improve the testability of the following OrderDeliveryBatch class?

```
public class OrderDeliveryBatch {
       public void runBatch() {
           OrderDao dao = new OrderDao();
3
           DeliveryStartProcess delivery = new DeliveryStartProcess();
           List<Order> orders = dao.paidButNotDelivered();
           for (Order order : orders) {
             delivery.start(order);
             if (order.isInternational()) {
8
               order.setDeliveryDate("5 days from now");
             } else {
               order.setDeliveryDate("2 days from now");
             }
          }
       }
14
15
   class OrderDao {
16
     // accesses a database
18
  class DeliveryStartProcess {
     // communicates with a third-party web service
```

8. How can you improve the testability of the following KingsDayDiscount class?