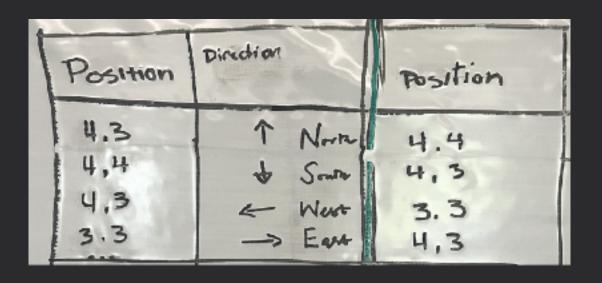# Making things testable

How will you inject the preconditions so your tests are deterministic?

- Add a new constructor?
- Add a setter?
- Create a testable version?


```
public void
GameController(startingPosition){}

public void
setStartingPosition(startingPosition)
{}

public class TestableGameController
        extends GameController
{
    public void
    TestableGameController
        (startingPosition){}
}
```

Let's do a quick code tour!