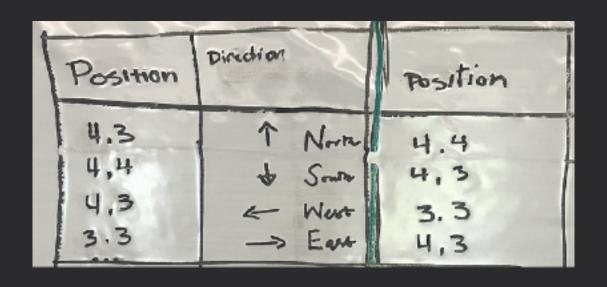
Making things testable

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) { }
```



Get ready!

