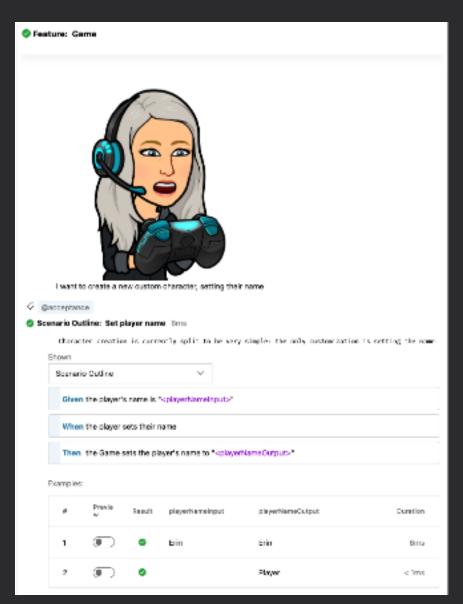
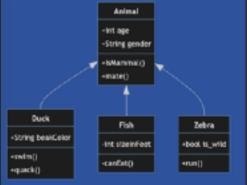
Living Documentation





Models to help understand the feature



Approvals and agreements



Links and references

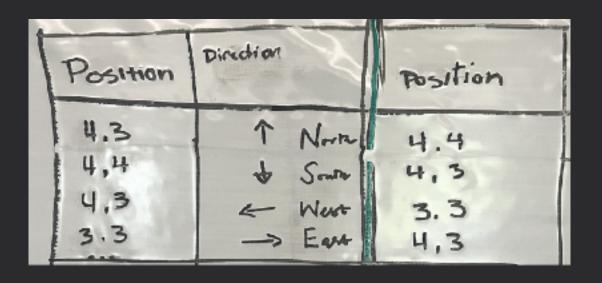
What else could live alongside the tests?



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) { }
```

