## **Example - Dice Cup**

```
public class FakeDie extends Die {
   int weightedValue;

public FakeDie(int weightedValue, int numSides) {
        super(numSides);
        this.weightedValue = weightedValue;
   }

@Override
public int getValue() {
        return weightedValue;
   }
}
```

A now we have a deterministic unit test in isolation.

But...when we want to test calculating the total, we don't want to call the REAL die's roll method.

So...we use a FakeDie, via constructor injection.



```
@Test
void rollSumsUpCorrectly() {
    FakeDie fakeDie = new FakeDie(ARBITRARY_FAKE_ROLL, ARBITRARY_NUM_SIDES);
    List<Die> diceToInject = new ArrayList<Die>();
    diceToInject.add(fakeDie);
    diceToInject.add(fakeDie);

testObj = new DieCup(diceToInject);
    int value = testObj.roll();

assertEquals(ARBITRARY_FAKE_ROLL * 2, value);
}
```

## Let's CODE!

