

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?

Position	Direction	Position
4,3	↑ North	4,4
4,4	↓ South	4,3
4,3	← West	3,3
3,3	→ East	4,3

```
public void  
GameController(startingPosition) {}
```

```
public void  
setStartingPosition(startingPosition)  
{}
```

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

Get ready!