

## [8] Try it out!

1. Revise the code written so far according to the list of best practices.
2. Try to create simple test scenarios (create `RandomPlayer` and `Button` objects in the ***main*** method in the **Run** file and call their methods).
3. Use simple print statements (or the IntelliJ debugger) to make sure your implementation of the methods in both classes does what it's supposed to.