# Refactoring for Assignment 2

For this project our team agreed on the following concepts to be considered while refactoring our work.

1. All fields should be defined at the top of the class.
2. All fields should use public / private / protected definitions.
3. Objects should use accessor and mutator methods.
4. Variables should use meaningful names.
5. Avoid overly complicated methods. (each method has its specific purpose)
6. Method names always start with a lowercase letter.
7. Variable names always start with a lowercase letter, unless it's a constant.
8. Use camel case for method and variable names, unless it's a constructor / constant.
9. Put comments on top of each method / class, to describe it.
10. Find any "magic" numbers and turn them into constants.

In the following pages it is possible to see comparisons of parts of code before and after the refactoring process.

## Code Example for Class <className> Before Refactoring

Such and such refactoring techniques were used on such and such lines..

## Code Example for Class <className> After Refactoring