### Team Quence: Refactoring Documentation for Project “SubtitleEdit”

**Code Refactoring:**

1. Reformatted the source code in all methods / classes in folders **Core**, **Controls**, **Forms** and **Logic**.
   * Removed all unneeded empty lines.
   * Inserted empty lines between the methods.
   * Split the lines containing several statements into several simple lines, e.g.:

|  |  |  |
| --- | --- | --- |
| **if (input[i] != ' ') break;** | ➔ | **if (input[i] != ' ')**  **{**  **break;**  **}** |

* Formatted the curly braces **{** and **}** according to the best practices for the C# language
* Put **{** and **}** after all conditionals and loops (when missing).
* Character casing: variables and fields made **camelCase**; types and methods made **PascalCase**
* Formatted all other elements of the source code according to the best practices introduced in the course "High-Quality Programming Code".
* Moved all fields in the correct place before all properties.
* All public fields converted to either private or to properties.

1. Renamed variables, for example:
   * In class **Fifteen: number** ➔ **numberOfMoves**.
   * In **Main(string[] args): g** ➔ **gameFifteen**.

**Bug Fixing and Unit Tests:**

1. Unit test written for the following classes with coverage:
   * Utilities: 47%
   * HtmlUtil: 86%
   * ParagraphTest: 90%
   * Logic\Dictionaries\NamesListTest.cs: 79%
   * VobSubWriter: 85%
2. Issue #2 – program was not starting. Problem was in class Subtitle.cs, this.paragraph initialization in the constructor was commented. Uncommenting it made the program start normally.

**Bottlenecks**

Removed some loops in the code that were not doing anything. Both located in src\Logic\ContainerFormats\Mp4\Boxes\Stbl.cs.

**Documentation**

Added documentation for the FastBitmap class located in \src\Logic main folder.