### Refactoring Documentation for Project "Poker" by team Banana

1. Redesigned the project structure:
   * Renamed the project to **Poker**.
   * Extracted classes in namespaces and folders – e.g. **Utility, Models, Interfaces**
   * Renamed the main class **Program** to **PokerMain**.
   * Renamed class **Form1** to **PokerTable**
   * Extracted each class in a separate file with a good name: **Player, Bot, Human,**

**PlayerMove, PokerDatabse, etc.**

* + …

1. Reformatted the source code:
   * Removed all unneeded empty lines, e.g. in the class **Form1**, where almost all

of the initial source code was located.

* + Inserted empty lines between the methods.
  + Extracted repeted logic in methods – e.g. **ProceedWithBotTurns()**
  + 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".

1. Debugging:

* Found and removed any unwanted behaviour: e.g. when changing the big blind value, there was no check if the input wasn’t correct.

1. Renamed variables:
   * In class **Fifteen: number** ➔ **numberOfMoves**.
   * In **Main(string[] args): g** ➔ **gameFifteen**.
2. Introduced constants:
   * **DefaultCardsInADesk = 52**
   * **NeededCardsInAGame = 17**
   * **DefaultSecondsToMakeAMove = 60**
   * **MinBigBlind = 500**
   * **..**