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```
using System;
using System.Diagnostics;
    private string title;
   private int playCount;
        Debug.Assert(!string.IsNullOrEmpty(title) && title.Length <= 100,</pre>
      Random random = new Random();
        this.id = random.Next(10000, 99999);
        this.playCount = 0;
    /// <param name="count">Number of plays to add (1 - 10,000,000).</param>
    public void IncreasePlayCount(int count)
        if (count <= 0 || count > 10_000_000)
            throw new ArgumentException("Play count increment must be between 1 and 10,000,000.");
                this.playCount += count;
        catch (OverflowException)
            Console.WriteLine("ERROR: Play count exceeded the maximum value of int.");
    public void PrintVideoDetails()
        Console.WriteLine($"ID: {this.id}");
       Console.WriteLine($"Title: {this.title}");
        Console.WriteLine($"Play Count: {this.playCount}");
```

```
using System;

/// (summary)
/// The main class of the application.
/// (summary)
internal class Program

{
    private static void Main()
    {
        SayaTubeVideo video = new SayaTubeVideo("Tutorial Design by Contract - [Candra Dinata]");

    try

    {
        for (int i = 0; i < 100; i++)
        {
            video.IncreasePlayCount(100_000);
        }
     }

    catch (ArgumentException ex)
    {
        Console.WriteLine($"ERROR: {ex.Message}");
    }

    video.PrintVideoDetails();
}
</pre>
```

Penjelasan Refactoring:

1. Naming Convention:

- o camelCase untuk field dan variabel lokal (id, title, playCount, video).
- PascalCase untuk class dan method (SayaTubeVideo, IncreasePlayCount, PrintVideoDetails, dll).

2. Whitespace dan Indentation:

- o Semua blok kode disusun dengan indentasi 4 spasi.
- o Blank line ditambahkan untuk readability antar method.

3. Deklarasi Atribut:

o Semua atribut dibuat private dan diberi awalan this untuk kejelasan konteks.

4. Comments:

 Menggunakan format XML Documentation (///) agar dapat dimanfaatkan oleh tool dokumentasi atau IntelliSense di IDE.

Output:

