# Exercises: Code Documentation and Comments

This document defines the **in-class exercises** assignments for the ["High-Quality Code" course @ Software University](https://softuni.bg/courses/high-quality-code).

## Document Interfaces

You are given a C# solution that contains the models and interfaces of a basic snake game. Do not change any of the code. Your task is to document the interfaces **IDrawable**, **IMovable** and **IKeyboardHandler.**

C# code documentation closely resembles code comments. The important difference is that it is used by the compiler to generate tooltips about the documented classes/interfaces/methods.

**Tip**: typing **///** generates the basic xml tags needed for documentation.