# “King Survival” Refactoring Log

## “Iridium” Team

1. The solution is renamed to **KingSurvival.sln**.
2. The project file is renamed to **KingSurvival.csproj**.
3. The organization **IridiumTeam** is created in GitHub and the **KingSurvival** repository is added.
4. The source code in the **KingSurvival.cs** file is reformatted and the empty lines – removed.
5. Methods in the **KingSurvival.cs** file are transferred to the **ChessboardManager.cs** file.
6. Replacements:

|  |  |
| --- | --- |
| Old member | New member |
| private bool proverka(int row, int colum) | private bool IsPositionOnTheChessboard(int row, int col) |
| private bool proverka2(int row, int colum) | private bool IsPositionValid(int row, int col) |
| public bool KingLost() | public bool KingLoses() |
| public bool KingWon() | public bool KingWins() |
| private int[,] dyska; | private bool[,] occupied; |
| public void PrintBoard() | public override string ToString() |
| private int whiteCell = '+'; | private const char WhiteSquareCharacter = '+'; |
| private int blackCell = '-'; | private const char BlackSquareCharacter = '-'; |
| public bool MoveKingIfPossible(string command) | public bool TryMoveKing(string command) |
| public bool MovePawnIfPossible(string command) | public bool TryMovePawn(string command) |

1. Removed members:

|  |
| --- |
| private int[] pawnRows = { 0, 0, 0, 0 }; |
| private int[] pawnColumns = { 0, 2, 4, 6 }; |
| private int kingRow = 7; |
| private int kingColumn = 3; |
| private int[] deltaRed = { -1, +1, +1, -1 }; |
| private int[] deltaColona = { +1, +1, -1, -1 }; |
| public void DaiMiDyskata() |

1. Unit tests are added. dotCover is used to analyze code coverage.
2. A documentation project is added using Sandcastle.