Before:

if (row >= rows.Length)

{

return false;

}

else if (rows[row] < num)

{

return false;

}

else

{

rows[row] -= num;

moveMade();

}

After:

if (row >= rows.Length || rows[row] < num || num <= 0)

{

return false;

}

else

{

rows[row] -= num;

moveMade();

}

Change: Simplified logic, added another check to make sure the move is valid.

Reason: Something

Before:

bool hasMoved = false;

while (!hasMoved){

int randRow = rand.Next(3);

if (game.rows[randRow] > 0){

int numRemoved = rand.Next(game.rows[randRow] - 1);

game.rows[randRow] -= numRemoved + 1;

hasMoved = true;

game.moveMade();

}

}

After:

bool hasMoved = false;

while (!hasMoved)

{

int randRow = rand.Next(3);

int numToRemove = rand.Next(game.rows[randRow]+1);

hasMoved = game.makeMove(randRow, numToRemove);

}

Change: Simplified logic, removed checking for 0. Removed call to game.moveMade and made moveMade private.

Reason: Something else.