Before:

if ((i - states.Count) % 2 == 0){

float value = -((states.Count - (states.Count - i) % 2)) / (float)states.Count;

values.Add(value);

}else{

float value = ((states.Count - (states.Count - i) % 2)) / (float)states.Count;

values.Add(value);

}

After:

if ((i - states.Count) % 2 == 0){

values.Add(-((states.Count - (states.Count - i) % 2)) / (float)states.Count);

}else{

values.Add(((states.Count - (states.Count - i) % 2)) / (float)states.Count);

}

Change: Limited variable scope.

Reason: value was only needed for one purpose, and only that purpose, it was unnecessary to store it in the first place.

Before:

Console.WriteLine("Choose number of row");

Console.WriteLine("(0) for First Row, (1) for Second Row, (2) for Third Row");

string rowNumber = Console.ReadLine();

int row = int.Parse(rowNumber);

Console.WriteLine("How many pieces do you want to take away?");

string takePieces = Console.ReadLine();

int num = int.Parse(takePieces);

After:

Console.WriteLine("Choose number of row");

Console.WriteLine("(0) for First Row, (1) for Second Row, (2) for Third Row");

int row = int.Parse(Console.ReadLine());

Console.WriteLine("How many pieces do you want to take away?");

int num = int.Parse(Console.ReadLine());

Change: Limited variable scope.

Reason: Same as previous change, storing the strings rowNumber and takePieces was unnecessary, as they are only used once.