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| Refactoring Documentation for Project “Minesweeper – 5” Team Argon Reformatted the source code:  * + Removed all unneeded empty lines.   + Removed all unnecessary usings.   + Added a new line after each closing curly bracket, where necessary.  Add comments and documentation:  * + XML comments added in classes **Board**, **Player** and **Field**  Renamed variables:  * + In class **Board**: **Status.AlreadyOpened** 🡪 **Status.FieldAlreadyOpened**   + In class **Board**: **Status.SuccessfullyOpened**🡪 **Status.FieldSuccessfullyOpened**   + In class **Board**: **Status.AlreadyOpened** 🡪 **Status.FieldAlreadyOpened**  Change the type of some variables:  * + In class **Board**: **fields[][]** 🡪 **fields[,]**   + In class **Board**: all occurence of variables with names like **i** and **j** 🡪 appropriate names like **row** and **column**  Create new variables to replace some peace of code:  * + In method **Board.PrintGameBoardCurrentState():** string **horizontalLine**   + In method **Board.PrintGameBoardAllFieldsRevailed():** string **horizontalLine**  Change place of some variables:  * + From class **Board: random** 🡪 to method **Board.GenerateRandomNumber(): random**  Renamed methods:  * + Method **Board.PrintGameBoard()** 🡪 **Board.PrintGameBoardCurrentState()**   + Method **Board.PrintAllFields()** 🡪 **Board.PrintGameBoardAllFieldsRevealed()**  Extracted methods:  * + **Board.PrintColumnIndexes()** from the method **Board.PrintGameBoardCurrentState()** and **Board.PrintGameBoardAllFieldsRevealed()**  Implement methods:  * + In method **Board.CheckIfWin()** implement method **Board.CountOpenedFields()** |