# Hangman, version 7

### Refactoring Log

* Changed project name to Hangman
* Changed solution name to HangmanProject\_7
* Created new project structure with folders
* Changed variable names:
* Improved project structure:
* Changed name of classes:
* Implemented design patterns:
* Removed unused include declarations:
* Refactored methods:
* Refactored class Word:
  + removed unused using clauses
  + made the class public
  + added comments
  + added constructor
  + added interface IWord
  + added abstract class base, implementing IWord
  + made Word inherit base class
  + implemented interface
  + added Unit tests
  + renamed private fields
  + removed method IsLetter because it breaks the single responsibility principle
* Added WordFactory class and IWordFactory interface
* Added WordRepository static class
* Extracted all console messages to a separate Messages static class
* Refactored class TopPlayer:
* Changed name to Player
* Changed internal data structures
* Added property to return top score
* Added method to add scores for the player
* Added unit tests
* Created new class - Ranking
* Holds data for all players
* Generates ranking