# Hangman, version 7

### Refactoring Log

* Changed project name:
* Changed variable names:
  + The namespace “Hangman” has been changed to “HangmanGame”
  + cons int ONE\_LETTER -> private const int InputLettersAllowedCount
  + const double NOT\_REAL\_PLAYER -> private const double NotRealPlayer
  + static string[] Words -> private static readonly string[] WordsToGuess
  + static TopPlayer DefaultTopPlayer -> private static readonly TopPlayer DefaultTopPlayer
  + static TopPlayer[] TopPlayers -> private static TopPlayer[] \_topPlayers
  + static char InputLetter -> private static char \_playerInputLetter
  + static bool NotUseHelp = true -> private static bool \_playerHasUsedHelp = false (and therefore, flipping all other bool instances of this object)
  + static int GameCounter = 0; -> private static int \_gamesPlayedCounter;
  + Random RandomWord -> Random randomWordIndex
  + string PlayerWord -> string currentWordToGuess
  + int wordLenght -> int wordLength
  + int PlayerMistakes -> int playerMistakes
  + System.Text.StringBuilder PrintedWord -> StringBuilder printedWord
  + System.Text.StringBuilder InputString -> StringBuilder \_playerInputString
  + char Theletter -> char inputLetter
  + string theWord -> string inputWord
  + private string w -> private string \_word
  + private System.Text.StringBuilder PrintedWord -> private StringBuilder \_printedWord
  + System.Text.StringBuilder theWord -> StringBuilder \_printedWord
  + char TheLetter -> char inputLetter
  + char TheLetter -> char inputLetter
  + int WordLenght -> int wordLength
  + char TheLetter -> char inputLetter
  + int WordLenght -> int wordLength
* Improved project structure:
* Changed name of classes:
* Implemented design patterns:
* Removed unused include declarations:
* Refactored methods:
  + public void SetPlayedWord -> public void SetWordToBeGuessed