# Sample Refactoring Documentation for Project “Battle Field 5”

Team “Xenon”

Промени от Георги

1. Redesigned the project structure:
2. Reformatted the source code:
3. Renamed variables:
4. Renamed constants:
5. Introduced constants:
6. Extracted methods in **Engine**
7. Еxtracted methods in **GameServices**
8. Refactored Method in **Gameservices**

* Renamed **PokajiMiRezultata() to DrawField()**
* Added new variable **fieldSize** for field`s size in **DrawField()**
* Renamed loop indexers to **col**, **row** and **border** in **DrawField()**
* Added new bool variable **lineEmpty** checking for empty line of coordinates
* Added new bool variables **isValidRow** and **isValidCol** checking for valid row and col coordinates
* Renamed **VpoletoLiE()** to **isValidCoordinates()**
* Added new bool variables **isValidRowIndex** and **isValidColumnIndex** in **isValidCoordinates()** for checking row and col indexes

1. Changes in class Mine

* Added constructor Mine(int x, int y)

Прибавям в новия клас методите, махам аргументите от ContainMines, пренасям константите, променям StartIteraction()