# Sample Refactoring Documentation for Project “Battle Field 5”

Team “Xenon”

Промени от Надер

1. Refactored Method StrartInteraction() in **Engine**

* Replaced printing of empty lines with Console.Clear();
* Moved readBuffer inside loop to reduce its span.
* Replaced setting string to null with string.Empty.
* Removed repeated code outside the input loop (printing message to prompt user and reading input).
* Introduced isValid bool variable.

1. Refactored Method GetFieldSize()in **Engine**

* Removed repeating code (printing the user message and reading input).
* Moved the loop condition and variable definition (inputCommand and isNumber) inside the loop to reduce their scope.

1. Refactored Method GenerateMines()in **GameServices**

* Takes only one argument. Size is derived from field.GetLength(0);

1. Fixed a bug in Method Contains() and renamed it to CheckIfMinesExist() from **GameServices**

* The mine list never added checked mines if it did not contain them
* Renamed mina to currentMine
* Replaced argument type from List to IList to increase abstraction.

1. Refactored Method VPoletoLiE from **GameServices**

* Renamed it to IsInsideField
* Introduced rowCondition and colCondition bool variable for the control flow.

1. Added custom exception **InvalidMineCoordinatesException**
2. Added IGameField and IEngine Interfaces.
3. Added DrawGameFieldSizeFiveTest.
4. Added test cases for the Engine class.
5. Moved all ingame string messages to the resource file.
6. Runed Style Cop to remove all warnings.