# 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.