# 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.