Team Fluorine CowsAndBulls Change-log

General
- Renamed project namespace from bikove to CowsAndBulls
- Renamed the project from bikove to CowsAndBullsGame

Class GameEngne
- Renamed Program.cs to GameEngine.cs
- Constants names refactored (ex ScoreFile to SCORES_FILE)
- Added new constants for commands and messages
- Added XML comments
- Modified catch exception block to be able to handle ArgumentException and FormatException
- Refactored switch block to improve readability and reduce life-span
- Extracted the result from ternary operators to separate variables

Class PlayerScore
- Renamed gameScore.cs to PlayerScore.cs
- Done general renaming and refactoring
- Renamed constructor argument ime to name
- Renamed constructor argument guesses to guessesCount
- Added properties for the fields Name and GuessesCount
- Added argument validation in Name setter checking for empty or null string
- Added argument validation in GuessesCount for negative values
- Added argument validation in Equals and CompareTo methods for checking argument type compatibility
- Fixed bug in Equals method
- Added XML comments

Struct Result
- Renamed from rezultat.cs to Result.cs
- Change casing of fields names
- Added properties Bulls and Cows
- Added XML comments

Class ScoreBoard
- Did not rename ScoreBoard.cs
- Added field filename to contain the file name/path for the score board file
- Refactored exception handling
- Removed arguments from SaveToFile method, now using the field fileName
- Added XML comments

Class SecretNumber
- Renamed from BullsAndCowsNumbe.cs to SecretNumber.cs
- Renamed class BullsAndCowsNumber to SecretNumber

- Added access modifiers where they were absent. Example:
  char[] cheatNumber => private char[] cheatNumber
- Added a private backing variable (field) for each public property
- Converted shortened properties to their full form
- Introduced constant MAX_CHEATS_COUNT
- Renamed rrr to randomGenerator
- Renamed cheats to cheatsCount
- General reformatting done – added/removed empty lines/spaces, added brackets where needed.
- Extracted the validation logic from CheckUserGuess and TryToGuess in a separate method called ValidateGuessNumber
- Modified the validation logic in ValidateGuessNumber to more naturally check the input.
- Added this. wherever is needed
- Added a static method GetMockNumber which is used when testing CheckUserGuess
- Rewrote the logic in TryToGuess which checks for bulls and cows in a way which avoids code repetition but retains the logic of the original creator as much as possible. As a result we have two new methods – CheckForCows and CheckForBulls
- Moved all remaining logic in TryToGuess to CheckUserGuess. TryToGuess was removed entirely.
- Added XML comments to every method which needs them.