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.