* 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**
* Reformatted the switch block in GetCheat() method