* 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.