# Refactoring Documentation for Project “ Balloons Pops”

1. Redesigned the project structure:

* Renamed the project and the solution to BalloonsPopsGame
* Renamed the namespace to BalloonsPopsGame
* Removed useless empty destructors
* Renamed GameState class to Game
* Renamed ballonsState class to BalloonsContainer

1. Reformatted the source code:

* Removed all unneeded empty lines.
* Inserted empty lines between the methods.
* Formatted the curly braces { and } according to the best practices for the C# language.
* Put { and } after all conditionals and loops (when missing).
* Inserted the usings into the namespace
* Character casing: variables and fields made camelCase; types and methods made PascalCase.

1. Renamed variables:

* In class BalloonsContainer: poleto -> ballons.
* In class BalloonsContainer:cnt -> numberOfTurn.
* In class Game: \_st -> ballons

1. Renamed methods:

* In class BalloonsContainer: kraj -> IsGameOver.
* In class BalloonsContainer: printArray -> Dispay.
* In class BalloonsContainer: pr -> ConvertBallonToChar.
* In class BalloonsContainer: PopBallon -> PopBallons.

1. Introduced constants:

* In class BalloonsContainer: NUMBER\_OF\_ROWS
* In class BalloonsContainer: NUMBER\_OF\_COLUMNS
* In class Ball

1. Introduced Properties:

* In class BalloonsContainer: NumberOfTurn

1. Removed unnecessary comments:
2. Added access modifiers to all methods:
3. Extracted methods:

* In class BallonsContainer placed the logic for filling the container into method Fill.