**Code Refactoring**

def score(self):

"""Calculate total score for the game."""

result = 0

roll\_index = 0

for frame in range(10):

if self.is\_strike(roll\_index): # Strike

result += 10 + self.strike\_bonus(roll\_index)

roll\_index += 1

elif self.is\_spare(roll\_index): # Spare

result += 10 + self.spare\_bonus(roll\_index)

roll\_index += 2

else: # Open frame

result += self.sum\_of\_balls\_in\_frame(roll\_index)

roll\_index += 2

return result

Above code is refactored as below to improve the readability.

def score(self):

result = 0

roll\_index = 0

for \_ in range(10): # 10 frames

if self.is\_strike(roll\_index):

result += 10 + self.strike\_bonus(roll\_index)

roll\_index += 1

elif self.is\_spare(roll\_index):

result += 10 + self.spare\_bonus(roll\_index)

roll\_index += 2

else:

result += self.sum\_of\_balls\_in\_frame(roll\_index)

roll\_index += 2

return result