Refactoring Documentation for Project “Cows & Bulls”

**Team "Molybdenum"**

1. Redesigned the project structure:

* Divided the project into separated files, that contains only one class, with the name, that describes his purpose. The idea is to create a new classes that were a part of the code of an old big file. The new classes/interfaces are: **Bull.cs,CommandParser.cs,Cow.cs,Engine.cs,IDraw.cs,SecretNumber.cs,UserInterface.cs**

1. **Reformatted source code:**

* **StyleCop standarts (it is possible to have some shallow description of the actions we have done)**

1. **Class Structurs**

Bull class

-variables manipulation

-method manipulation

CommandParser class

-variables manipulation

-method manipulation

Cow class

-variables manipulation

-method manipulation

Engine class

-variables manipulation

-method manipulation

HallOfFame class

-variables manipulation

-method manipulation

IDraw interface

PlayerInfo class

-variables manipulation

-method manipulation

SecretNumber class

-variables manipulation

RealDigit(): bool flag 🡪 bool isRevealed

-method manipulation

UserInterface class

-variables manipulation

PrintCongratulationMessage(): count1 🡪 numberOfCheats

count2 🡪 numberOfMoves

-method manipulation

1. Some improvisation of class diagram showing how the methods and fields from the original code are combined to became separate classes.