REFACTORING OPERATIONS – BUILD 2

Potential Targets:

1. Moved Fortification and Reinforcement
2. Moved CurrentPlayer class
3. Renamed updateContinitsOwner
4. **Moved Fortification and Reinforcement**

Refactoring Technique – Move method

Moved Fortification and Reinforcement from GamePlay.java to Player.java as in order to reduce coupling with Player class.

1. **Moved CurrentPlayer class**

Refactoring Technique – Move class

Moved CurrentPlayer class from GamePlay.java to Player.java as the level of coupling was very high, thereby resulting in an unstable program. Moving the above mentioned class resulted in decreasing the coupling among the elements and in turn resulting into a much stable program.

1. **Renamed updateContinitsOwner**

Refactoring Technique – Rename method

Renamed updateContinitsOwner to updateContinentOwner to improve code readability. We fixed a typo here.

A picture containing indoor

Description automatically generatedBefore:

A screenshot of a cell phone

Description automatically generatedAfter: