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| Refactoring Documentation for Project “Labyrinth-7” Team “Hydrogen”  Legend: green changes – Ivailo Ivanov.   1. Changes:    * Renamed the main class **Program** to **LabyrinthDemo**.    * Changed name of class **Table** to **Score**.    * Implemented **CompareTo** in **Score** class for easier **Sorting**.    * Implemented class **ScoreBoard** and moved all the functionality that belongs to it.    * Override **ToString()** method in **ScoreBoard** class.    * Changed **Getter** and **Setter** in every property on one line.    * Removed unnecessary printing of a new line in **Run** method, in the **top** case.    * Removed **Console.WriteLine(IsRunning)** from **Run** method **d** case, no need of it.    * changed the magic number **6** -> **LabyrinthSize - 1** in **Run** method in **Labyrinth** class.    * Removing the magic number **7** and switching it with the number of columns in the labyrinth.    * renamed isAbleToMove -> isBlocked.    * Moved **isAbleToMove = false**; **isFinished = true**; outside, no need to be inside the loop. **SolutionChecker**() methd in the Labyrinth class.    * Removed **SolutionChecker()** method from **Labyrinth** class. Added **ExitPathAvailable()** method which fixes the **bug** of never finding a way out.    * Extracted all directions manipulation from **Run()** method in separate methods for each direction.    * Removed **List<Score> Scores** from Game class.    * Put {} in the **Run** method in every case for the **switch** for better reading.    * Changed Null exceptions from ArgumentException to ArgumentNullException to be more accurate.    * Added Position\_NullValue()test. |