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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** for easier **Sorting**.    * Implemented class **ScoreBoard** and moved all the functionality that belongs to it.    * Changed **Getter** and **Setter** in every property on one line.    * Removed **List<Score> Scores** from Game class.    * Changed Null exceptions from ArgumentException to ArgumentNullException to be more accurate.    * Added Position\_NullValue() test. |