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| Sample Refactoring Documentation for Project “Minesweeper” Team “Titanium”   1. Redesigned the project structure:    * Renamed the namespace **Mini** to **Mines**.    * Renamed the main class **Програма** to **MinesweeperGame**.    * Renamed other classes (from -> to):      + - **Табло** -> **Board**        - **Команда** -> **Commands**        - **Дъска** -> **MineField**        - **Човек** -> **Human** 2. Reformatted the source code:    * Removed all unneeded empty lines, e.g. in the method **PlayGame()**.    * Inserted empty lines between the methods.    * Split the lines containing several statements into several simple lines, e.g.:  |  |  |  | | --- | --- | --- | | **if (input[i] != ' ') break;** | **🡪** | **if (input[i] != ' ')**  **{**  **break;**  **}** |  * + Formatted the curly braces **{** and **}** according to the best practices for the C# language.   + Put **{** and **}** after all conditionals and loops (when missing).   + Character casing: variables and fields made **camelCase**; types and methods made **PascalCase**.   + Formatted all other elements of the source code according to the best practices introduced in the course “[High-Quality Programming Code](http://codecourse.telerik.com/)”.   + …  1. Renamed variables:    * In class **Fifteen**: **number** 🡪 **numberOfMoves**.    * In **Main(string[] args)**: **g** 🡪 **gameFifteen**.    * … 2. Introduced constants:    * **GAME\_BOARD\_SIZE = 4**    * **SCORE\_BOARD\_SIZE = 5**.    * … 3. Extracted the method **GenerateRandomGame()** from the method **Main()**. 4. Introduced class **ScoreBoard** and moved all related functionality in it. 5. Moved method **GenerateRandomNumber(int start, int end)** to separate class **RandomUtils**. 6. … |