**Confusing code: a reader cannot tell what the method play() does:**

**private char**[][] **board** = {{**'\0'**,**'\0'**,**'\0'**},{**'\0'**,**'\0'**,**'\0'**},{**'\0'**,**'\0'**,**'\0'**}};  
  
**public void** play(**int** x, **int** y){  
  
 **if**(x < 1 || x > 3){  
 **throw new** RuntimeException(**"X is outside of board"**);  
 }**else if**(y < 1 || y > 3){  
 **throw new** RuntimeException(**"Y is outside of board"**);  
 }  
  
 **if**(**board**[x-1][y-1] != **'\0'**){  
 **throw new** RuntimeException(**"Box is occupied"**);  
 }**else** {  
 **board**[x-1][y-1] = **'X'**;  
 }  
  
}

**Solution: refactoring: With refactoring we did not change the functionality of the play method but the code is more readable. Run the tests, and all should pass because we did not add any functionality during refactoring. So it is save make changes at this point.**

**private char**[][] **board** = {{**'\0'**,**'\0'**,**'\0'**},{**'\0'**,**'\0'**,**'\0'**},{**'\0'**,**'\0'**,**'\0'**}};  
  
**public void** play(**int** x, **int** y){  
  
 checkAxis(x);  
 checkAxis(y);  
  
 setBoard(x,y);  
  
}  
  
**private void** checkAxis(**int** axis){  
 **if**(axis < 1 || axis > 3){  
 **throw new** RuntimeException(**"Piece is outside of board"**);  
 }  
}  
  
**private void** setBoard(**int** x, **int** y){  
 **if**(**board**[x-1][y-1] != **'\0'**){  
 **throw new** RuntimeException(**"Box is occupied"**);  
 }**else** {  
 **board**[x-1][y-1] = **'X'**;  
 }  
}