**REFACTORING OPERATIONS – BUILD 2**

1. **Moved Fortification and Reinforcement**

Refactoring Technique – Move method

Moved Fortification and Reinforcement from GamePlay.java to Player.java

1. **Moved CurrentPlayer class**

Refactoring Technique – Move class

Moved CurrentPlayer class from GamePlay.java to Player.java

This refactoring is done to improve cohesion in Player class. CurrentPlayer class has very low cohesion with the GamePlay class

1. **Renamed updateContinitsOwner**

Refactoring Technique – Rename method

Renamed updateContinitsOwner to updateContinentOwner

This refactoring is done to improve code readability. A typo was fixed here.

A picture containing indoor

Description automatically generatedBefore:

A screenshot of a cell phone

Description automatically generatedAfter: