# Refactoring Documentation for Project “Bulls and Cows 4”

Team “Promethium”

1. Redesigned the project structure:
   * Renamed the project to **BullsAndCowsGame**.
2. Reformatted the source code:
3. Renamed variables:
4. Introduced constants:
5. Extracted or moved methods:
6. Introduced classes:
7. Moved declarations:
   * Declaration of enumeration PlayerCommand moved to separate file, changed accessibility from private to internal.