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BEFORE:
Prior to the change, we had two of our variables "initial" and "doorDirection"
be public, so we could access them in Board.java using .initial and
.doorDirection. We realized in the code review that this wasn't good practice
considering we still left the getters in as well.

```java
public class BoardCell {
    public int row;
    public int column;
    public char initial;
    public DoorDirection doorDirection;

    /*
    UNRELATED CODE
    */

      public DoorDirection getDoorDirection() {        // Returns door direction
            return doorDirection;
      }

      public char getInitial() {                       // Returns corresponding char
            return initial;
      }
}

public class Board {
    /*
    UNRELATED CODE
    */

    if (row - 1 >= 0) {
        adjCell = getCellAt(row - 1, col);
        if (cell.isDoorway()) {
            if (adjCell.isWalkway() && cell.doorDirection.equals(DoorDirection.UP))
                adjacentCells.add(adjCell);
        } else if (cell.isWalkway()) {
            if (adjCell.isWalkway() || adjCell.isDoorway() &&
adjCell.doorDirection.equals(DoorDirection.DOWN))
                adjacentCells.add(adjCell);
        }
    }
    if (row + 1 < getBoardLength()) {
        adjCell = getCellAt(row + 1, col);
        if (cell.isDoorway()) {
            if (adjCell.isWalkway() && cell.doorDirection.equals(DoorDirection.DOWN))
                adjacentCells.add(adjCell);
        } else if (cell.isWalkway()) {
            if (adjCell.isWalkway() || adjCell.isDoorway()  &&
adjCell.doorDirection.equals(DoorDirection.UP))
                adjacentCells.add(adjCell);
        }
    }

    /*
    UNRELATED CODE
    */
}
```

AFTER:
After, we changed those variables to be private to actually make use of the
getters. This involved going through Board.java and changing every line where
we previously accessed those variables using .initial and .doorDirection.

```java
public class BoardCell {
    public int row;
    public int col;
    private char initial;
    private DoorDirection doorDirection;

    /*
    UNRELATED CODE
    */

    public DoorDirection getDoorDirection() {        // Returns door direction
        return doorDirection;
    }

    public char getInitial() {                        // Returns corresponding char
        return initial;
    }
}

public class Board {
    /*
    UNRELATED CODE
    */

    if (row - 1 >= 0) {
        adjCell = getCellAt(row - 1, col);
        if (cell.isDoorway()) {
            if (adjCell.isWalkway() && cell.getDoorDirection().equals(DoorDirection.UP))
                adjacentCells.add(adjCell);
        } else if (cell.isWalkway()) {
            if (adjCell.isWalkway() || adjCell.isDoorway() &&
adjCell.getDoorDirection().equals(DoorDirection.DOWN))
                adjacentCells.add(adjCell);
        }
    }
    if (row + 1 < getBoardLength()) {
        adjCell = getCellAt(row + 1, col);
        if (cell.isDoorway()) {
            if (adjCell.isWalkway() && cell.getDoorDirection().equals(DoorDirection.DOWN))
                adjacentCells.add(adjCell);
        } else if (cell.isWalkway()) {
            if (adjCell.isWalkway() || adjCell.isDoorway()  &&
adjCell.getDoorDirection().equals(DoorDirection.UP))
                adjacentCells.add(adjCell);
        }
    }

    /*
    UNRELATED CODE
    */
}
```

GIT LOG WITH LATEST COMMITS:

commit 1367ca5e8d0c813a451a23456ece5863c2bd3261
Author: Shania Jo RunningRabbit <shaniajorunningrabbit@gmail.com>
Date: Thu Mar 12 13:24:18 2020 -0600

    Used SonarLint to find other small refactoring issues

commit eaf3998d5721064e5a6d8d92e9159a59a84c59ec
Author: Amira Ramirez <apramirezgonzalez@mymail.mines.edu>
Date: Thu Mar 12 13:13:35 2020 -0600

    Rearranged getter location, 1 function name changed to distinguish from getters

commit 5af5092718a0b4262dfa1c54045ddd6b92683aaf
Author: Amira Ramirez <apramirezgonzalez@mymail.mines.edu>
Date: Thu Mar 12 13:08:29 2020 -0600

    Made some BoardCell instance variables private, used getters

commit ae1de8e83dea59a45abefc8933a1bb8f52f513aa
Author: Amira Ramirez <apramirezgonzalez@mymail.mines.edu>
Date: Thu Mar 12 13:04:09 2020 -0600

    Changes variable names in BoardCell construction to match instance variables better

commit d7c362887b407ed3b15c98d7c06ecf8e8ca1fb2c
Author: Amira Ramirez <apramirezgonzalez@mymail.mines.edu>
Date: Thu Mar 12 13:02:33 2020 -0600

    Changes row/column variable names to match in both classes

commit 3fbed0106bac0d37f1bbbd2cf383e0bd33d9a3ba
Author: Shania Jo RunningRabbit <shaniajorunningrabbit@gmail.com>
Date: Thu Mar 12 09:32:50 2020 -0600

    Added more descriptive comments above helper functions

commit bd42a70fed0c256e5cbd2b597bead7c822a5dbe3
Author: Shania Jo RunningRabbit <shaniajorunningrabbit@gmail.com>
Date: Thu Mar 12 09:30:53 2020 -0600

    Made isInCorner "isDeadEnd" for clarity

commit ec02651a3ece8eab1b8ac47360e76cde3d10d2b4
Author: Shania Jo RunningRabbit <shaniajorunningrabbit@gmail.com>
Date: Thu Mar 12 09:26:48 2020 -0600

    Reformatted existing thrown exception messages, made them clearer

commit 110fe22dfdbc024b4fb224bcb3b714a230705e4a
Author: Shania Jo RunningRabbit <shaniajorunningrabbit@gmail.com>
Date: Thu Mar 12 09:24:07 2020 -0600

    Added new exceptions regarding max board size