**Team Adas**

**Refactoring documentation**

# Overview

The document describes the refactoring process of the game Bulls and cows. Main purpose of the project is to provide high quality code following the best practices of the programming practices introduced in the course "High-Quality Programming Code".

On the basis of the source code provided the team has made improvements. As a result the obtained source code is readable, maintainable and testable. All the refactoring steps will be described and will be explained their role for the final result.

# Refactoring process

## Redesigned the code structure

1. Renaming the files with appropriate names according to their function for the game logic. For example:
   1. Program to EntryPoint
   2. BullsAndCowsNumber to SecretNumber
   3. rezultat to PlayerResult
   4. gameScore to GuessResult
2. Extracting all the constants in a static class with appropriate name

## Code reformatting

1. Moved the using directives inside the namespace in all files.
2. Added line spaces when needed – for example after all block enclosed by curly braces.
3. Removed extra empty lines – for example in the file gameScore.cs
4. Rename class members according to the appropriate code convention using intuitive names. For example - public int cheats ot public int HintsUsed; public string GetCheat() to public string GetHint()