1. Refactoring of the method PrintField is including:
   1. Removing empty lines
   2. Change variable names to more appropriate ones
   3. Adding comments and empty lines between logically different pieces

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| --- | --- |
| public static void PrintField(int[,] arr, int n)  {  Console.Write(" ");  for (int i = 0; i < n; i++)  {  Console.Write(" {0}", i);  }  Console.WriteLine();  Console.Write(" ");  for (int i = 0; i < n \* 2; i++)  {        Console.Write("-");  }  Console.WriteLine();  for (int i = 0; i < n; i++)  { Console.Write("{0}|", i);  for (int j = 0; j < n; j++)  {  char c;  switch (arr[i, j])  {  case 0: c = '-'; break;  case -1: c = 'X'; break;  default: c = (char)('0'+ arr[i, j]);  break;  }  Console.Write("{0} ", c);  }  Console.WriteLine();  }  } | public void Print()  {  int size = this.Size;  int[,] arr = this.MatrixForField;  //Print the numeration of cols  Console.Write(" ");  for (int col = 0; col < size; col++)  {  Console.Write(" {0}", col);  }  Console.WriteLine();  Console.Write(" ");  for (int col = 0; col < size \* 2; col++)  {  Console.Write("-");  }  Console.WriteLine();  for (int row = 0; row < size; row++)  {  Console.Write("{0}|", row);  for (int col = 0; col < size; col++)  {  char cellValue;  switch (arr[row, col])  {  case 0: cellValue = '-'; break;  //when it is already exploded  case -1: cellValue = 'X'; break;  default: cellValue = (char)('0' + arr[row, col]);  break;  }  Console.Write("{0} ", cellValue);  }  Console.WriteLine();  }  } |
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