Refactoring Documentation for Project "Cows & Bulls"

CommandParser Class Engine Class BullsAndCows Class isGuessed inumberOfCheats numberOfMoves numberToGuess AllowedComm ♥ CommandParser ♥ ParseCommand Methods Methods Ga CommandExec... Ga CreateNewGame Ga Initialize Play Ga PrintHelpingNu... Ga ProcessNextMo... Ga ReadNickName Cow ☐ Fields Fields a count1 a count2 helpingNumber isGuessed klasirane numberForGuessString randomGenerator ☐ Fields ☐ Fields isBull numberForGue tryNumber isBull inumberForGuess tryNumber ☐ Properties Sa IsBull Sa NumberForGuess Sa TryNumber Sa IsBull Sa NumberForGuess Sa TryNumber ■ Methods Ψ_a AddZeroes Φ_a Initialize Φ Play Ψ_a CreateNewGame HallOfFame Static Class SecretNumber Class ♥ Bull ♥ CountBulls ♥ GetPrintableCount @ CountCows → countCows □ CountCowsForCurrentDi... □ Cow □ GetPrintableCount © ProcessDigitCommand scoreHolder Fields helpingNumber helpingSymbol numberToGuess randomNumberGenerator a SecretNumberLenght CountBulls CountCows CountCows CountCows CountBullsAndCows CountBu PlayersCount AddPlayerToScoreboard AddPlayerToScoreHolder EraseScoreBoard Methods ୍ରଳ RevealDigit ଅଳ AddPlayer ♀a GenerateHelpingNumber ♀a GenerateNumberForGu... ♀ GetHelpingNumber AddPlayerToScoreboard FrintLine IsEqualToNumberForTry © PrintScoreboard © PrintCongratulationMessage ♀ RevealDigit

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1. Redesigned the project structure:

Project name cows_buls renamed to BullsAndCows.

Project Main class renamed From BullsAndCowsTest to BullsAndCows

☐ Methods

PrintCheaterMessage PrintCongratulationMessage PrintGameRulesMessage

Divided the project into separated files, that contains only one class, with name, that describes his purpose. The idea is to create a new classes that were a part of the code of an old big file. The new classes/interfaces are:

- Bull.cs
- CommandParser.cs
- Cow.cs
- Engine.cs
- IDraw.cs
- SecretNumber.cs
- UserInterface.cs
- HallOfFame.cs
- SecretNumber.cs

2. Reformatted source code:

Mainly StyleCop standarts are applied for code format and documentation.

Code formatting applied at 100%.

XML documentation presented only for public Methods, properties, fileds and classes. XML comments will be added to private members if those members aren't already obvious from their names.

3. Class Structurs

Bull class

Counting Bull logic not changed.

Variable manipulation:

numberForGuessString → numberForGuess
tryNumberString → tryNumber

bulls → isBull

Cow class

Counting cows logic changed for good. Bug for incorrect cow counting in some special cases fixed was found and fixed.

Variable manipulation:

numberForGuessString → numberForGuess
tryNumberString → tryNumber
bulls → isBull

'For cycle' indexers naming changed: I → nubmerIndex

J → currNumberIndex

Implemented IDraw interface for both Cow and Bull clases \rightarrow Method PrintCowsAndBulls deleted.

CommandParser class

This class 'translate' the user command for the Engine class.

It has one public method ParseCommand that returns user command to the Engine after reformatting it in readable format for the Engine.

Variables manipulations:

Presented property AllowedCommads holding the commands that Engines can understand.

Engine class

Determs the game flow.

Method ProcessTextCommand → CommandExecution

Method ProcessDigitCommand → ProcessNextMove

Presented PrintHelpingNumber, ValidateNickName

AddZeroes method deleted. Logic of the secret number(numberToGuess) changed.

Method CountCowsAndBulls deleted for being unessesry.

Variable manipulation:

count1 → numberOfCheats

count2 → numberOfMoves

 $number For Guess String \rightarrow number For Guess$

tryNumberString → tryNumber

HallOfFame class

Methods for printing messages on the console in are presented in HallOfFame class.

IDraw interface

Implemets method GetPrintableCount

PlayerInfo class

Not changed.

SecretNumber class

Method GenrateNumberForGuess logic changed.

Presented methods: GenerateHelpingNumber,GetHelpingNumber

Variables manipulation:

bool flag → bool isRevealed

numberForGuessString → numberForGuess

Presented constants:

HidingSymbol

SecretNumberLenght