spacebattle

battlefield

Sector

size: int

+ Sector(size: int)
+ rowToLetter(row: int): String
+ toString()

Extends ← SpaceSector

Extends ← EnemySector

SpaceSector

- sector: Spaceship[][]

+ SpaceSector(size: int)
+ getSector(): Spaceship[][]
+ setSector(sector: Spaceship[][])
+ getPossiblePlacements(ship: Spaceship): boolean[][]
- placingShipPossible(ship: Spaceship, row: int, col: int): boolean
+ placeShip(ship: Spaceship, row: int, col: int)
+ getPosition(): int[]
+ toString()
+ shipInSector(Spaceship ship): boolean

EnemySector

- map: int[][]

+ EnemySector(size: int)
+ setMap(map: int[][])
+ getMap(): int[][]
+ toString(): String

commander

Commander

- fleet: Spaceship[]
- spaceSector: Spacesector
- enemySector: EnemySector
- coins: int

+ Commander(sectorSize: int, coins: int)
+ getFleet(): Spaceship[]
+ setFleet(fleet: Spaceship[])
+ getSpaceSector(): Spacesector
+ setSpaceSector(spaceSector: Spacesector)
+ getEnemySector(): EnemySector
+ setEnemySectot(enemySector: EnemySector)
+ getCoins(): int
+ setCoins(coins: int)
+ isDefeated(): boolean
+ getShipsToPlace(): Spaceship[]
+ updateEnemyMap(row: int, col: int, hit: boolean)
+ addShipToFleet(type: ShipType)
+ toString(): String
+ noPossiblePlacements(*ship: Spaceship*): boolean

Alien

- RAN_NUM: Random

+ Alien(sectorSize: int, coins: int)
- getRanShipInFleet(): Spaceship
- rotateRandom(ship: Spaceship)
- placeShipRandom(ship: Spaceship)
- addRandomShips()
+ getShotCoordinates(): int[]
+ setRandom()

Extends → Commander

ship

Spaceship

- TYPE: ShipType
- shape: int[][]
- PRICE: int
- marker: int[]
- placed: boolean = false

+ Spaceship(type: ShipType, shape: int[][], coins: int)
+ getType(): ShipType
+ getShape(): int[][]
+ getPrice(): int
+ getMarker(): int[]
+ setMarker(marker: int[])
+ isPlaced(): boolean
+ setPlaced(placed: boolean)
+ isDestroyed(): boolean
+ toString(): String

<<enumeration>>
ShipType

CORVETTE
BATTLESHIP
CARRIER
CRUISER
SUBMARINE
WRECK

Battleship

+ Battleship()

Corvette

+ Corvette()

Battleship

+ Battleship()

Cruiser

+ Cruiser()

Carrier

+ Carrier()

Wreck

+ Wreck()

Game

input: Scanner

+ Game()
- playerAttack()
- alienAttack()
- playerRotations()
- prepareGame()
- getOnlyNumbers(): int
- getRowCol(): int[]
- drawPossiblePlacements(): String