

position - guess : boolean - hitOrMiss : boolean - occupied : boolean - x : int - y : int - board : Board -100 + position(x : int, y : int, board : Board) + isGuess() : boolean + getOccupied() : boolean + getHitOrMiss() : boolean + setGuess(guess : boolean) : void + setHitOrMiss(hitOrMiss: boolean): void + setOccupied(occupied : boolean) : void + changeColor(x : int, y : int, action, int) : void