





## Square

- horizontal: char
- vertical: int
- hasShip: boolean = false
- ship: Ship = null
- isActive: boolean = false

(create) Square(int, char)

- + isActive(): boolean
- + getColumn(): int
- + getRow(): char
- + hasShip(): boolean
- + setActive()
- + setHasShip(Ship)
- + toString(): String
- + getShip(): Ship

## Grid

- Grid: Square[] [] = Square[10][10]

(create) Grid()

+ displayGrid()

+ getSquare(char, int): Square

## Game

- in: Scanner

- player1 chose Square: Square[] = Square[100]

- player2 chose Square: Square[] = Square[100]

- players = player[] = player[2]

- game Mode: int

- Winner: Player = null.

(create) Game()

+ play()

+ getWinner(): Player



