Documentation

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This is a Christopher Columbus program where we created a 10\*10 ocean grid by adding the ship, island images, pirate ship and pirate islands in the Ocean Explorer class. The Ship class generates the movement of the ship without entering into islands. Placing the locations of the ships and islands is done in Ocean map. The main class Ocean Explorer loads the images and produces a grid. The coordinates of the ships and islands are generated randomly. The Pirate ship class implements the observable interface. Whenever the ship is caught by pirate ship, a button is added which when pressed, exits the game.