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|---|
| |
| -square: ArrayList -length: integer +width: integer |
| +getSquare(): Arra +Square(length:int |

| Square |
|---|
| t |
| ayList teger,width:integer): ArrayList |

| Ocean |
|---|
| -length: integer -width: integer -theOcean: Square |
| +displayOcean(): void +populateTheOcean(shipLocation): v +getTheOcean(): Square |



```
-shipType: enum = C  
-location: Square  
-shipStatus: enum =  
-shipSize: integer
```

```
+Ship(shipType:enum  
      status:enum)  
+getShipSize(): int  
+setShipSize(size:i  
+getLocation(): Squ  
+setLocation(cordin  
+getStatus(): Strin  
+setStatus(): void  
+getShipSize(): int  
+setShipSize(size:i
```

Ship

Carrier, Battleship, Cruiser, Submarine,

: Operational, Destroyed

= 2, 3, 4, 5

,location:Square,

eger

integer): void

are

ates:Square): void

ig

eger

integer): void

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| |
| Destroyer |
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| |

| Player |
|--|
| -name: string -playerOcean: Ocean -playerFleet: Ship -Status: enum = PLAYING, W -playerAttacts: Square |
| +getName(): String +Player(name:String): void +setName(name:String): voi |

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| IN, LOST |
| d |