|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 |
| A | Q |  |  |  |  |
| B |  | Q |  |  |  |
| C |  |  |  |  |  |
| D |  |  |  |  |  |
| E |  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 |
| A |  |  |  |  |  |
| B |  |  |  |  |  |
| C |  |  | P |  |  |
| D |  |  |  | P | P |
| E |  |  |  |  |  |

BattelArea

Input : 5 E

PlaceShip(Q 1 1 A1 B2){

shipList : Ship[] = createShip(Q, 1, 1){}

placeShip(BA1, ship, placeInfo);

}

Player (name = ‘Player-1’, missileList = [A1 B2 B2 B3]){}

LaunchMissile(BA1, missileTarget);

Battel Area

Ship[]

Ship :

[1X3] – spanned location : B1, B2, B3,

[2X2] – D1, D2, E1, E2,

[1X4] - F3, F4, F5, F6

Cordinates[], shipType []

Cordinate : x,y

Player

launchMissiles (position ex E1){

return{

hitShipStatus : true/false

}

}