

Refactored the ship hit function:

Simplified the code by removing an unnecessary if statement

```
//used for testing the ship class independently of the board
public boolean hit(int index) {
    IndexedPropertyChangeEvent indexedEvt = new IndexedPropertyChangeEvent(new ShipCell( ship: this,index), propertyName: "hit", oldValue: false,
    if (this.isSunk()) {
        return true;
    }
    return false;
}
```

```
//used for testing the ship class independently of the board
public boolean hit(int index) {
    IndexedPropertyChangeEvent indexedEvt = new IndexedPropertyChangeEvent(new ShipCell( ship: this,index), propertyName: "hit", ol
    propertyChange(indexedEvt);
    return this.isSunk();
}
```

Refactored move commands:

Created a generic move command and a Direction enum instead of specific ones

```
package edu.colorado.group18;

public class MoveNorthCommand implements Command {
    private MoveFleet moveTracker;

    public MoveNorthCommand(MoveFleet m) { moveTracker = m; }

    public void execute() {
        moveTracker.moveFleet( direction: 'n', moveTracker.getPlayer().getBoard());
        moveTracker.moveFleet( direction: 'n', moveTracker.getPlayer().getSubBoard());
    }

    public void undo() {
        moveTracker.moveFleet( direction: 's', moveTracker.getPlayer().getBoard());
        moveTracker.moveFleet( direction: 's', moveTracker.getPlayer().getSubBoard());
    }
}
```

```
package edu.colorado.group18;

public class MoveCommand implements Command{
    private MoveFleet moveTracker;
    private Direction dir;

    public MoveCommand(MoveFleet m, Direction d) {
        moveTracker = m;
        dir = d;
    }

    public void execute() {
        moveTracker.moveFleet(dir, moveTracker.getPlayer().getBoard());
        moveTracker.moveFleet(dir, moveTracker.getPlayer().getSubBoard());
    }

    public void undo() {
        moveTracker.moveFleet(dir.opposite(), moveTracker.getPlayer().getBoard());
        moveTracker.moveFleet(dir.opposite(), moveTracker.getPlayer().getSubBoard());
    }
}
```