```
+Print(output : string) :  void
+GetPlayerInput(prompt : string) :  string
```

Game

-first_player: Player
-second_player: Player

+StartGame() : void
+Game()

Player

-board : Board*
name : string

+Player()
+SetName(name : string) : void
+SetBoard(b : Board*) : void
+IsWin() : bool
+GetName() : string
+Play() : void

Board

-board : array<array<char, 10>, 10>
-dies : int

-IsEmpty(row : int, col : int) : bool
-IsExist(row : int, col : int) : bool
-Dfs(used : array<array<bool, 10> , 10>&, row : int,
col : int, drow : array<int, 4>, dcol : array<int, 4>) : int
-DfsForKill(used : array<array<bool, 10> , 10>&, row :
int, col : int, drow : array<int, 4>, dcol : array<int, 4>,
CellsWithShips : vector<pair<int, int>>&) : void
-CheckKill(row : int, col : int) : bool
-Verify() : bool
+Board()
+ClosePrint() : void
+IsItWin() : bool
+Try(row : int, col : int) : bool
+Input() : void
```