

```
import java.util.ArrayList;
```

```
public class Main {
```

```
    public static void main(String[] args) {
```

```
        //Φτιάχνω μια λίστα
```

```
        ArrayList<Ship> ships = new ArrayList<>();
```

```
        //Φτιάχνω αντικείμενα πλοία
```

```
        Ship ship1 = new Ship("Zeus", 2);
```

```
        Ship ship2 = new Ship("Cobacabana", 100);
```

```
        Ship ship3 = new Ship("Tinos", 220);
```

```
        Ship ship4 = new Ship("Hercules", 180);
```

```
        Ship ship5 = new Ship("SuperStar", 240);
```

```
        Ship ship6 = new Ship("Olympia", 320);
```

```
        //Προσθέτω τα πλοία στην λίστα
```

```
        ships.add(ship1);
```

```
        ships.add(ship2);
```

```
        ships.add(ship3);
```

```
        ships.add(ship4);
```

```
        ships.add(ship5);
```

```
        ships.add(ship6);
```

```
        // Εκκίνηση παραθύρου και στέλνω το ArrayList ships στη γραφική διασύνδεση μέσω του κατασκευαστή
```

```
        new ContainerFrame(ships);
```

```
    }
```

```
}
```