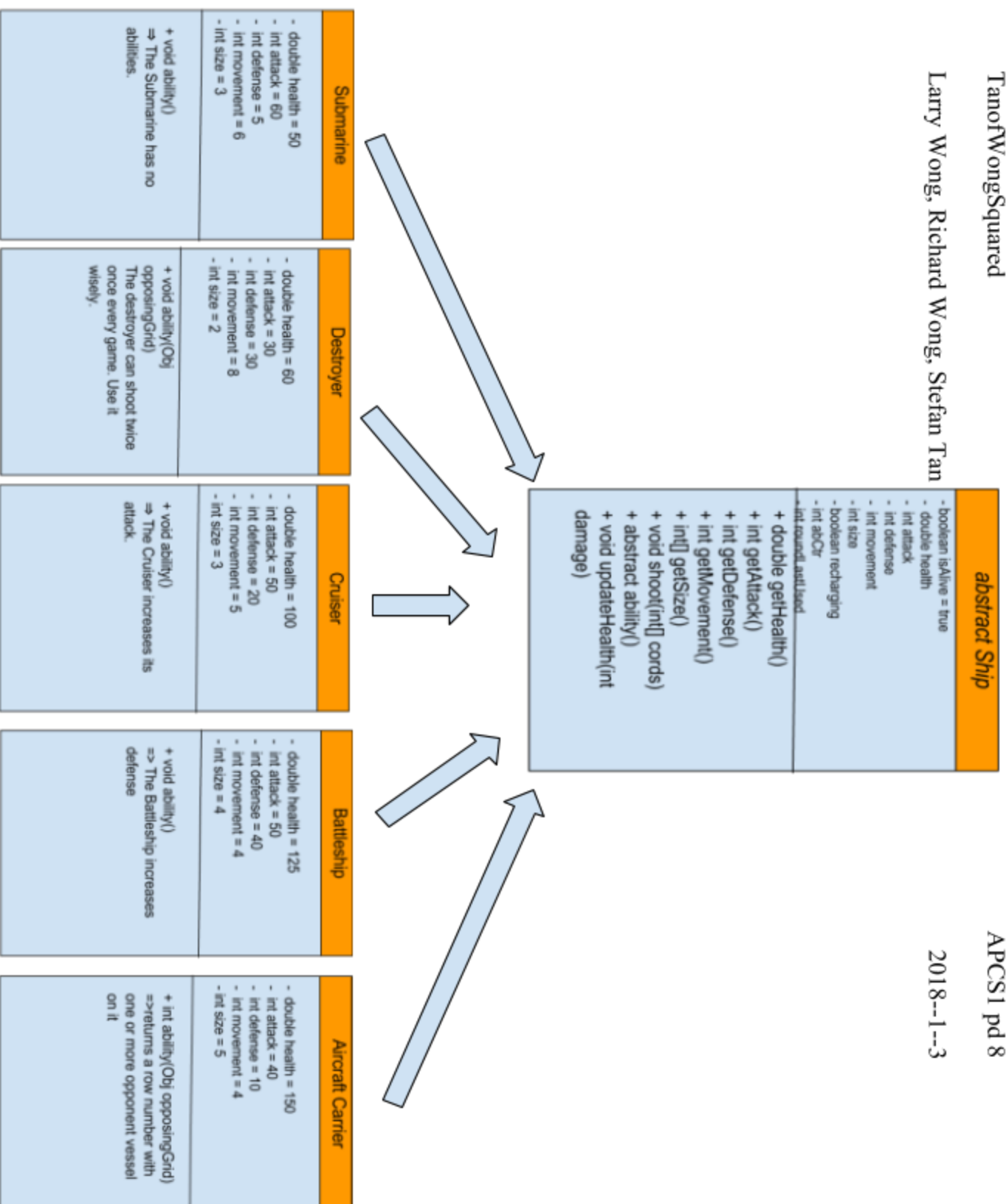
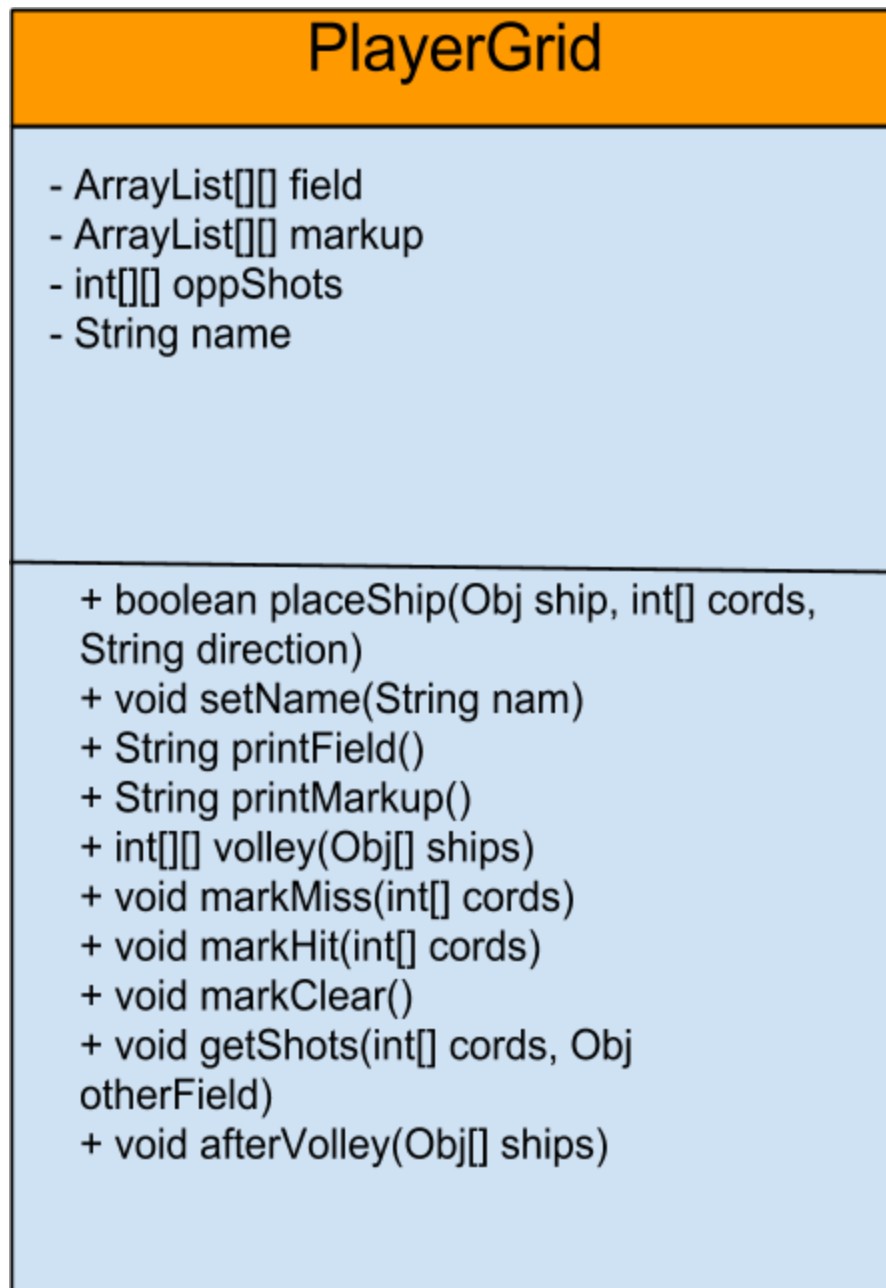




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Class PlayerGrid determines the changes of the variables of the subclasses of Ship such as whether or not a shot hit a ship.