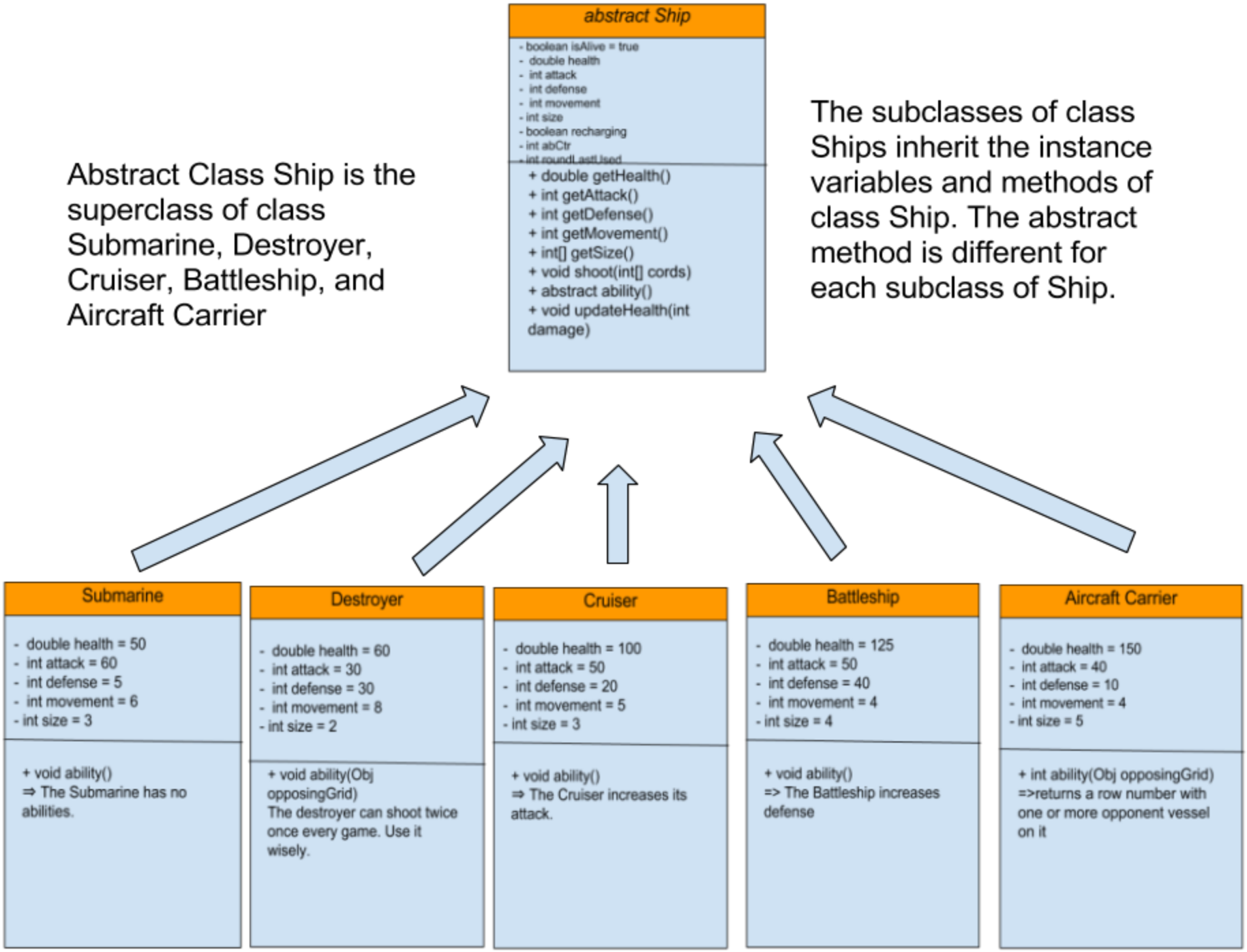
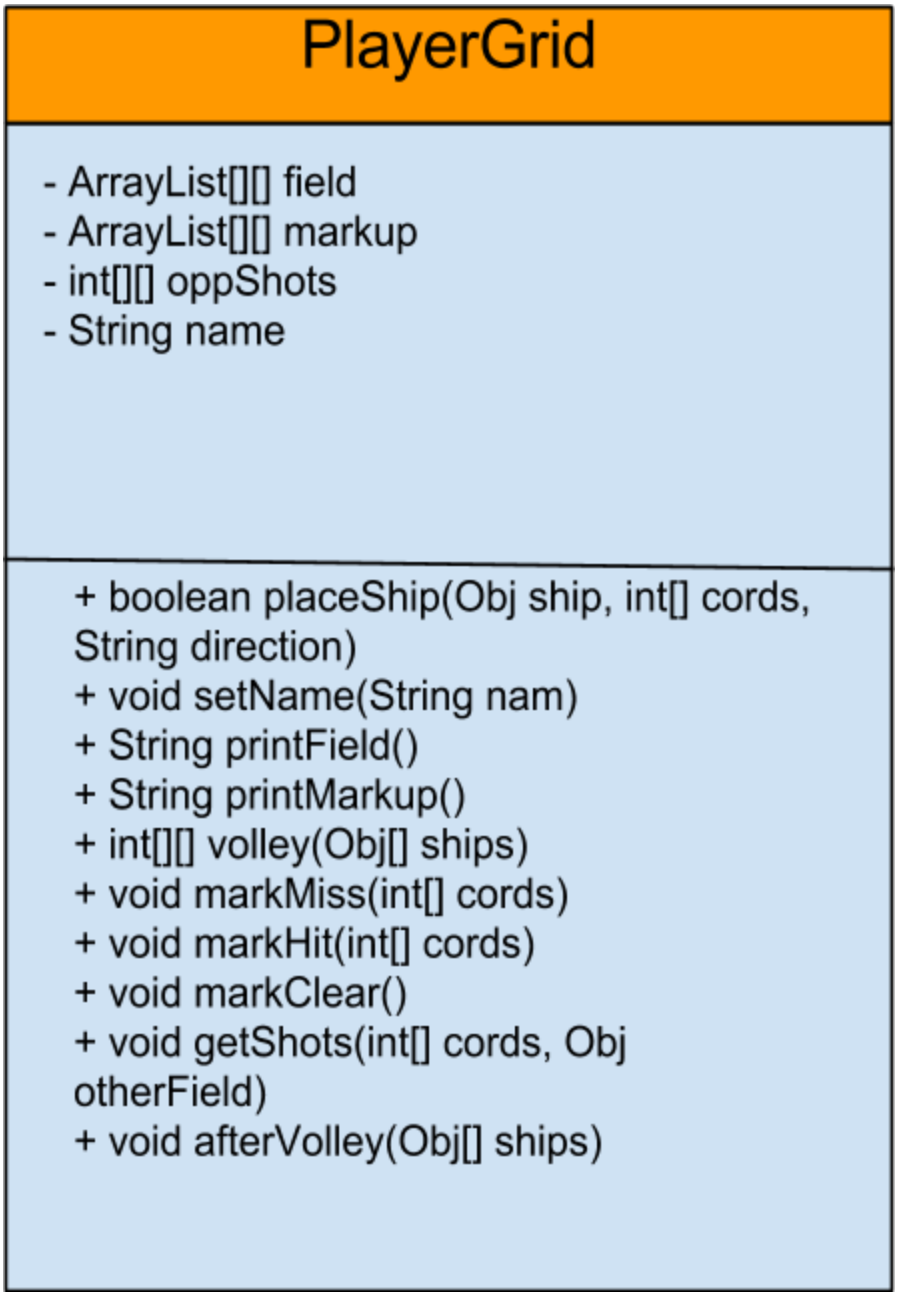
Abstract Class Ship is the superclass of class Submarine, Destroyer, Cruiser, Battleship, and Aircraft Carrier



The subclasses of class Ships inherit the instance variables and methods of class Ship. The abstract method is different for each subclass of Ship.



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