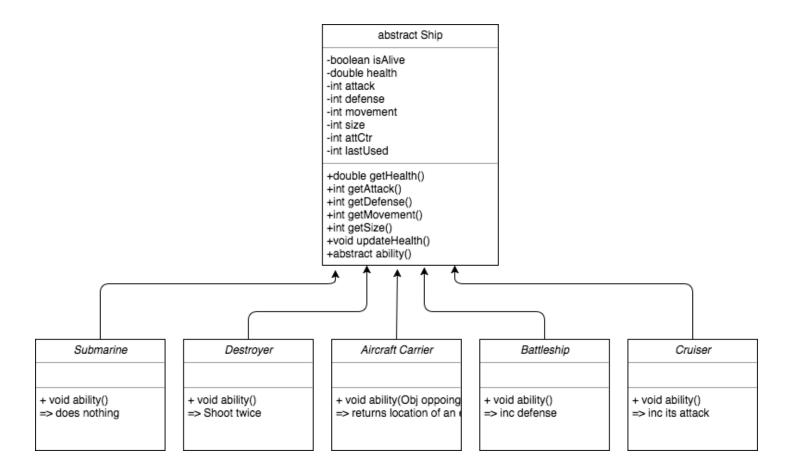
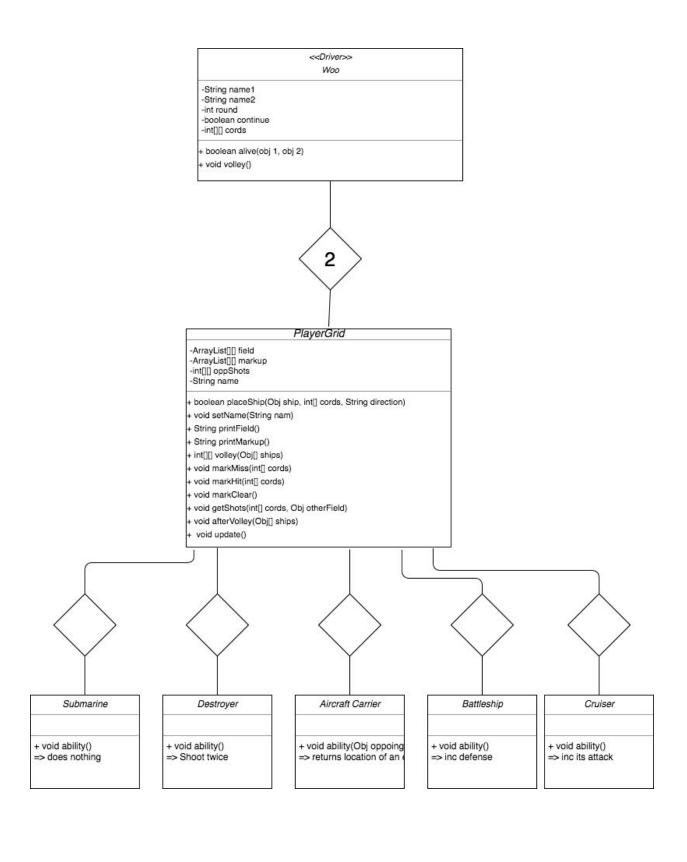
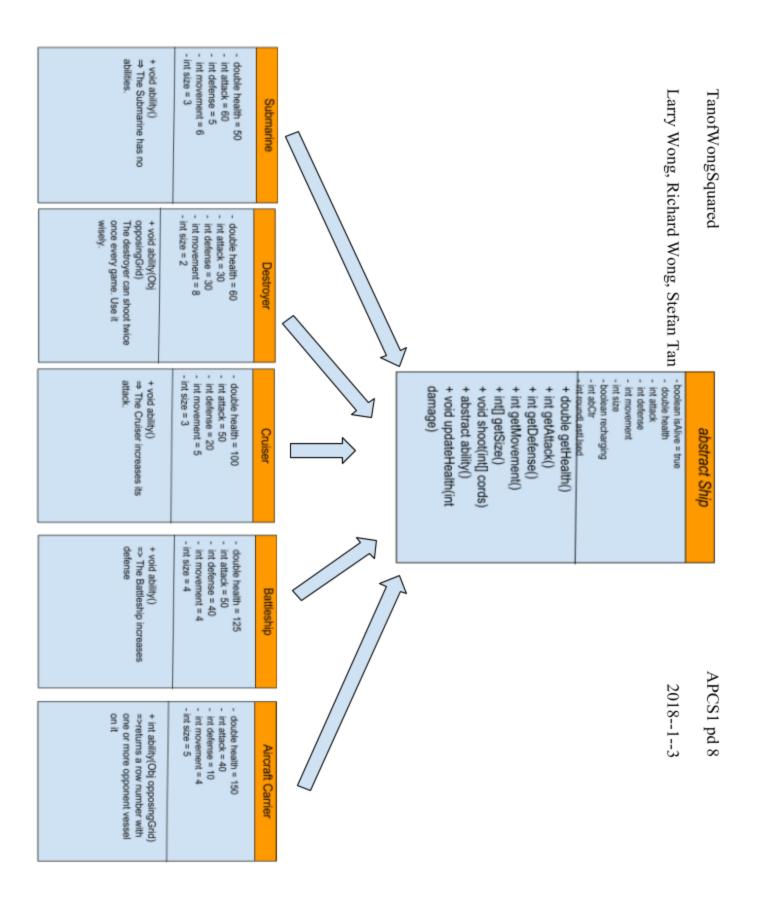
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PlayerGrid

- ArrayList[][] field
- ArrayList[][] markup
- int[][] oppShots
- String name

- + boolean placeShip(Obj ship, int[] cords, String direction)
- + void setName(String nam)
- + String printField()
- + String printMarkup()
- + int[][] volley(Obj[] ships)
- + void markMiss(int[] cords)
- + void markHit(int[] cords)
- + void markClear()
- + void getShots(int[] cords, Obj otherField)
- + void afterVolley(Obj[] ships)

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