```java
public void placeShip(int x1, int y1, int x2, int y2, int size) {
    int [][] pos = new int[2][size];
    boolean vertical = true;
    if (y1 - y2 == 0){
        vertical = false;
    }
    for(int i=0;i<size;i++){
        if(!vertical && x2>x1){
            pos[0][i] = x1+i;
            pos[1][i] = y1;

playground.getPlayground()[x1+i][y1].setBackground(Color.BLACK);
        }
        if(!vertical && x1>x2){
            pos[0][i] = x1-i;
            pos[1][i] = y1;
            playground.getPlayground()[x1-
i][y1].setBackground(Color.BLACK);
        }
        if(vertical && y2>y1){
            pos[0][i] = x1;
            pos[1][i] = y1+i;

playground.getPlayground()[x1][y1+i].setBackground(Color.BLACK);
        }
        if(vertical && y1>y2){
            pos[0][i] = x1;
            pos[1][i] = y1-i;
            playground.getPlayground()[x1][y1-
i].setBackground(Color.BLACK);
        }
    }
    shipList.add(new Ship(true, size, pos));
}
```

```java
public void game() {

    final int[] zaehler = {0};
    final int[] x1 = {0};
    final int[] y1 = {0};
    final int[] x2 = {0};
    final int[] y2 = {0};
    for (int i = 0; i < playground.getPlayground().length; i++) {
        for (int j = 0; j < playground.getPlayground()[i].length; j++) {
            int finalI = i;
            int finalJ = j;
            playground.getPlayground()[i][j].addMouseListener(new
MouseAdapter() {
                @Override
                public void mouseClicked(MouseEvent e) {

                    if (zaehler[0] == 0){
                        x1[0] = finalI;
                        y1[0] = finalJ;
                    }
                    if (zaehler[0] == 1){
                        x2[0] = finalI;
                        y2[0] = finalJ;
                    }
                    zaehler[0]++;

                    if (zaehler[0] == 2){
                        int size = 0;
                        if(turn == 7 || turn == 6) size = 4;
                        if(turn == 5 || turn == 4|| turn == 3) size = 3;
                        if(turn == 2 || turn == 1 || turn == 0) size = 2;

                        placeShip(x1[0],y1[0], x2[0], y2[0], size);
                        zaehler[0] = 0;
                        turn--;
                    }
                }
            });
        }
    }
}
```

```java
public void shipDestroyed() {
    for (int i = 0; i < shipList.size(); i++) {
        boolean destroyed = true;
        for (int j = 0; j < shipList.get(i).getSize(); j++) {
            if
(!playground.getPlayground()[shipList.get(i).getPos()[0][j]][shipList.get(i
).getPos()[1][j]].getText().equals("X")) {
                destroyed = false;
            }
            if (destroyed == true) {

playground.getPlayground()[shipList.get(i).getPos()[0][j]][shipList.get(i).
getPos()[1][j]].setBackground(Color.RED);
                shipList.remove(i);
            }
        }
    }
}
```