

Ship  
 String name  
 Int length  
 Coordinate Start  
 Coordinate END  
 SetLocation (Coordinate, Coordinate)  
 GetS (Coordinate)  
 GetName()  
 Scan()

Coordinate  
 Int Across  
 Int Down  
 GetDown()  
 SetDown (Int)  
 GetAcross()  
 SetAcross (Int)

CIVShip  
 bool IsDestroyed

N/A

Battle Ship Model

Ship directCarrierShip computerCarrier  
 Ship battleship Ship computer-battleship  
 Ship cruiser Ship computer-cruiser  
 Ship destroyer Ship computer-destroyer  
 Ship submarine Ship computer-submarine  
 CIVShip Clipper CIVShip computer-clipper  
 CIVShip dinghy CIVShip computer-dinghy  
 PlayerHits ArrayList<Coordinate>  
 ComputerHits ArrayList<Coordinate>  
 PlayerMisses ArrayList<Coordinate>  
 ComputerMisses ArrayList<Coordinate>  
 ScanResult bool.  
 GetShip(String)  
 PlaceShip (Ship, String, String, String)  
 ShootAtComputer (Int, Int)  
 ShootAtPlayer()  
 Scan (int, int)  
 Get Scan Result()  
 destroyALLCIVSHIP Tiles (String...)