~ Program *Start* ~

1. Program akan menampilkan peta (berisi letak awal kapal dan letak 5 kapal musuh secara acak), letak koordinat kapal, dan perintah awal kapal

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Ship position: (0, 0)
Enter 'm' to move, 'a' to attack, or 's' to stay put:
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2. Jika memilih perintah *move*, kapal dapat bergerak *up, down, right, or left*

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Enter 'm' to move, 'a' to attack, or 's' to stay put: m
Enter 'u' to move up, 'd' to move down, 'r' to move right, or 'l' to move left:
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3. Jika memilih *attack*, kapal akan menyerang kapal sekitar dengan jarak 5

Kapal musuh dalam area serang

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Ship position: (0, 0)
Enter 'm' to move, 'a' to attack, or 's' to stay put: a
Ship defeated!
Ship defeated!
Ship defeated!
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Kapal musuh tidak dalam area serang

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Ship position: (0, 0)
Enter 'm' to move, 'a' to attack, or 's' to stay put: a
No target in range
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4. Jika memilih *stay*, kapal diam

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Ship position: (0, 0)
Enter 'm' to move, 'a' to attack, or 's' to stay put: s
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Ship position: (0, 0)
Enter 'm' to move, 'a' to attack, or 's' to stay put:
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5. Kondisi program *end*

Health kapal kurang dari atau sama dengan 0

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Ship position: (0, 6)
Enter 'm' to move, 'a' to attack, or 's' to stay put: s
Ship hit by enemy! Health is now 0
Ship defeated! Total opponents defeated: 0
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Lima kapal musuh sudah dikalahkan semua

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Ship position: (3, 8)
Enter 'm' to move, 'a' to attack, or 's' to stay put: a
Ship defeated!
All enemies defeated! Total opponents defeated: 5
```

~ Program *End* ~