Battleship UML Diagram

GameRunner

+ main(String args[])

WelcomeMenu

+ panel: JPanel
+ Title: JLabel
+ playGameButton: Jbutton
+ helpButton: JButton

+ WelcomeMenu()
+ ActionPerformed(ActionEvent e)

Coord

+ x: int
+ y: int

+ Coord(String s)
+ getX()
+ getY()
+ Equals(Object o)
+ inBounds()

Battleship

+ playerOneWindow: JFrame
+ playerTwoWindow: JFrame
+ playerOnePanel: JPanel
+ playerTwoPanel: JPanel
+ playerOneGrid: OceanGrid
+ playerTwoGrid: OceanGrid
+ lastSelectedCoordinate: Coord

+ Battleship()
+ gameOver()
+ setupGame()
+ turn(int i)
+ updateAllGrids(int i)
+ actionPerformed(ActionEvent e)

OceanGrid

+ Ocean: Location[][]

+ OceanGrid()
+ addShip(int choice, Ship ship, int x, int y)
+ attack(int x, int y)
+ shipExists()
+ getGrid()
+ getFullButtonGrid()
+ getLimitedButtonGrid()

**<<enumeration>>
Location**

WATER
SHIP
ATTACKEDWATER
ATTACKEDSHIP

**<<enumeration>>
ShipType**

AIRCRAFT_CARRIER
BATTLESHIP
SUBMARINE
DESTROYER
PATROL_BOAT

Ship

+ Type: ShipType

+ Ship(ShipType type)
+ getShipType()
+ getSize()