LaunchBattle
+main(args : String [])

<<local>>

battle

BattleShip
-width : int
-height : int
-delimiter : String = "\\s*:\\s*"   {frozen}

+BattleShip(fileName : String, playerName1 : String, playerName2 : String)
-configure(fileName : String)
+getPlay() : Game
+printConfiguration()

<<enumeration>>
HORIZONTAL
VERTICAL

-direction

-fleet

Ship
-name : String
-size : int
-xOrigin : int
-yOrigin : int
-hitNumber : int

+Ship(name : String, size : int)
+addHit()
+toString() : String
+getName() : String
+setName(name : String)
+getSize() : int
+setSize(size : int)
+getXOrigin() : int
+setXOrigin(xOrigin : int)
+getYOrigin() : int
+setYOrigin(yOrigin : int)
+getHitNumber() : int
+setHitNumber(hitNumber : int)

<<Interface>>
IGame
+description() : String
+start()
+endOfGame()

-gamePlay

Game
+Game(fleet : ArrayList<Ship>, playerName1 : String, playerName2 : String, width : int, height : int)
+readShot(player : Player) : int []
+analyzeShot(shot : int []) : ShotResult
+allSunk(player : Player) : boolean

-fleet

#fleet

-auto

-captain

-result

<<enumeration>>
MISS
HIT
SUNK

Player   {abstract}
#name : String
#width : int
#height : int

+Player(fleet : ArrayList<Ship>, name : String, width : int, height : i...
#createCopy(fleet : ArrayList<Ship>)
#initializeMyGrid()
#initializeOponentGrid()
+newShot() : int []   {abstract}
+shipPlacement()   {abstract}
+getName() : String
+getWidth() : int
+getHeight() : int

#myGrid

#oponentGrid

Square
-x : int
-y : int
-free : boolean
-hit : boolean

+Square(x : int, y : int)
+setHit()
+setBusy()
+toString() : String
+getX() : int
+setX(x : int)
+getY() : int
+setY(y : int)
+isFree() : booelan
+isHit() : boolean

HumanPlayer
+HumanPlayer(fleet : ArrayList<Ship>, name : String, width : int, height : int)
+newShot() : int []
+shipPlacement()

AutoPlayer
+AutoPlayer(fleet : ArrayList<Ship>, name : String, width : int, height : int)
+newShot() : int []
+shipPlacement()