



Абстракция ур. 1

IUser	IControlLogic	IMap	IEnemyLogic
<div>Void ShowMessage(String message)</div>	<div>Void StartTheGame(IUser view, IMap mapControl, IEnemyLogic enemy)</div>	<div>Boolean HitEnemyCell(int x, int y)</div>	<div>MapSettings Fire(MapSettings userMap)</div>
<div>Void DisplayMap(String map)</div>		<div>Boolean CheckVictory(boolean checkUserMap)</div>	<div>MapSettings GenerateEnemyMap()</div>
<div>String AskCommand()</div>		<div>Boolean SetUserMap(MapSettings userMap)</div>	
		<div>Boolean SetEnemyMap(MapSettings enemyMap)</div>	

MapSettings	public enum ECellStatus
<div>public ECellStatus[][] Map;</div> <div>public MapSettings () { this.Map = new ECellStatus[10][10]; }</div>	<div>/**  * Empty opened cell.  */ Empty, /**  * Cell contains whole ship or it's part.  */ ContainsShip, /**  * Near this cell ship is located.  * Note: reserved only for map setup process. In game assumed like ClosedEmpty.  */ LocatedNearShip, /**  * This cell is not opened by user yet, but it's empty.  */ ClosedEmpty, /**  * This cell contains whole ship or it's part and it was hited by an user.  */ Hited;</div> <div>// Constructor is not required</div>

