GameBoard

-gridArray: int
-currentShot: int

+updateGrid(int row, int col, int newVal): void
+clearGrid(): void
+getGridLocationValue(int row, int col): int
+setCurrentShot(int row, int col): void
+getCurrentShot(): int
+processShot(): bool

TargetGrid

+processShot(): bool
+isMiss(int row, int col): void
+isHit(int row, int col): void

OceanGrid

-shipArray: ship
-NUM_SHIPS: int

+updateOceanGrid(): void
+placeShip(int row, int col, Ship ship1, bool horizontal): bool
+autoPlaceShip(): void
+processShot(): bool
+isMiss(int row, int col): void
+isHit(int row, int col): void
+getNumberOfShips(): int
+shipsLeft(): int

Ship

-name: String
-shipID: int
-size: int
-hits: int
-hitPositions: int
-bowPosition: int
-isHorizontal: bool
-isSunk: bool

+getName(): String
+getSize(): int
+isHorizontal(): bool
+setHorizontal(bool): void
+isHit(int row, int col): void
+isSunk(): bool
+getBowPosition(): int
+setBowPosition(int row, int col): void

Player

-target: TargetGrid
-ocean: OceanGrid
-remainingShips: int
-wins: int
-losses: int

+reinitializeBoard(): void
+getRemainingShips(): int
+addWin(): void
+addLoss(): void

View Class

Control Class

GameBoardTest