~~Independent~~ Programming Assignment 6

Battleship (C++ Port)

Assigned/Due: See zyBooks for exact due date

*All portions of this project due by 11:55pm on the due date.

YOU MAY WORK WITH OR WRITE CODE TOGETHER WITH A SINGLE PARTNER THIS PROJECT.

This assignment will be graded on the following criteria:

Compiles and runs	30%	(Your program **MUST** compile in order to be considered for grading)
Correctness	40%	(Your program must satisfy each requirement of the specifications)
Style	20%	(Your program must use comments and have user-friendly output)
Instructions	10%	(You must include any other materials requested in the lab)

Description

Port your Java code for Project 5 to C++. All functional and input/output requirements remain the same as in Project 5.

Write a Java application for a 1-player version of the popular game called Battleship. The main learning objectives of this lab are to demonstrate a practical understanding of maps, multi-dimension arrays and ArrayLists.

Submission Instructions

1.) <u>Templates:</u> Use the relevant template file(s) for this lab found in the Google Drive
  a. Use the specified .java source file template for each [CODE] problem and **DO NOT change the file or class names** (doing so will cause your code to receive a 0 by the autograder)
    i. Make sure to update the header and name *System.out.print* statements
  b. Submit the console results (showing input and output) for at least **2 different test cases** you created to convince yourself that your program is working properly; place test cases at the very end of your .java file in the space provided by the template for test cases.
2.) <u>zyBook Submission</u>: **Make sure your name is on all files you turn in.**
  a. Submit the relevant .java file(s) under the appropriate lab assignment
    i. Check to make sure all the files contain your latest work before submitting
  b. The final grade and grading feedback will be returned to you via the Canvas assignment section