#include <stdio.h>

#include <stdlib.h>

void aircraftC(int i) {

if (rand(4 \* i %))

{

}

}

void battleship(int i) {

if (rand())

{

}

}

void cruiser(int i) {

if (rand(4 \* i %))

{

}

}

void boat(int i) {

if (rand(4 \* i %))

{

}

}

main() {

char playerGameBoard[10][10] = { '\0' };

const int ROWS = 10;

const int COLUMNS = 10;

//Init the game board.

for (int i = 0; i < ROWS; ++i)

{

printf("\n");

printf("\t");

aircraftC(i);

printf("\t");

battleship(i);

printf("\t");

boat(i);

printf("\t");

cruiser(i);

printf("\t");

for (int j = 0; j < COLUMNS; ++j)

{

if (i == 0 && j == 0)

{

printf(" \tA\tB\tC\tD\tE\tF\tG\tH\tI\tJ\t");

}

}

}

//Display the game board.

for (int i = 0; i < ROWS; ++i)

{

printf("\n");

for (int j = 0; j < COLUMNS; ++j)

{

if (playerGameBoard[i][j] = '\0')

printf("0",playerGameBoard[i][j]);

}

}

}