

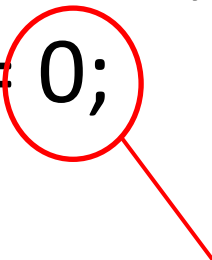
Battleship Bots



You may have noticed
that each ship, including
yours, has a **flag**

You can set your flag to any integer value...

```
bool setFlag = true;  
int new_flag = 0;
```



All you need to do is change this value to say 1... and everyone else will see you as having
shipFlag[?] == 1

So why might that be helpful?

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Alliances

Say that you are in a practical session that contains 24 students

You have potentially 23 students firing at you every tenth of a second

Now say that four of you form an
alliance

You set your flags to the same
value and follow the simple rule
that you do not shoot battleships
that carry the same flag as you

Those in the alliance now only
have 20 battleships firing at them

Those outside the alliance still
have 23 battleships firing at them

It pays to be in an
Alliance