|  |
| --- |
| Block |
| +x\_ : int  +y\_ : int  +state\_ : BlockState |
| +Block ()  +Block (int x, int y, BlockState state)  +void print () |

**UML Diagramm**

|  |
| --- |
| Ship |
| +\*blocks\_ : Block\*  +nmbBlocks\_ : int  +shipname\_ : ShipType  +state\_ : ShipState |
| +void print () |

|  |
| --- |
| World |
| #maxX\_ : int  #maxY\_ : int  #nmbShips\_ : int  #\*ships\_ : Ship\* |
| +World()  +World(int maxX, int maxY, int nmbFiver, int nmbFourer, int nmbThreer, int nmbTwoer)  +ShootResult shoot (int x, int y)  +void print ()  +void printBoard()  -virtual bool placeShips()  -BlockState coordAlreadyUsed (int x, int y)  -bool checkNeighborhood (int x, int y)  -void removeAllBlockCoordfromShip (Ship \*s)  -bool isShipStillAlive (Ship \*s)  -bool allShipsDestroyed ()  #virtual Ship\* defaultShipFactory (int nmbBlocks)  #virtual bool placeSingleShip (int idxShip) |