

---

```

%the user selects the top left corner of the 3x3 square and that area
    is
%revealed

%assumes the entire square is within the bounds

%inputs:the spu_ships array, the scene, the hitmiss display that will
    be
%updated with the hit and miss sprites

%outputs: the updated cpu_ships array and hitmiss_display

function[cpu_ships, hitmiss_display]= threeBy3(cpu_ships, my_scene,
    hitmiss_display, hit_sprite, miss_sprite)

row = 0;
col=0;

while(row+2>10)|| (row<1)|| (col-9>10)|| (col-11<1)
    %get top left corner from user
    [row,col,~] = getMouseInput (my_scene);
end

    for x=row:row+2
        for y=col:col+2
            if(cpu_ships(x,y-11)>0)
                %Display hit for player's shot at (row,col)
                hitmiss_display(x,y) = hit_sprite;
                cpu_ships(x, y-11) = 0;

                elseif((cpu_ships(x,y-11)==0))
                    hitmiss_display(x,y) = miss_sprite;
                end
            end
        end
    end

end

Not enough input arguments.

Error in threeBy3 (line 19)
    [row,col,~] = getMouseInput (my_scene);

```

*Published with MATLAB® R2020b*