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%This function determines if the shot was a hit or miss and updates
the
%arrays and scene accordingly

%inputs: the ships array board, the hitmiss display board for the scene,
the
%row and column of the shot, the hit and miss sprites to update the
scene

%outputs: a boolean variable of if the shot was a hit or miss, the
updated
%hit miss display and the updated ships array

function[bool, hitmiss_display, ships] = hitOrMiss(ships,
hitmiss_display, row, col, hit_sprite, miss_sprite)

    if(ships(row, col)==0)
        % Display miss for players shot at (row,col), note the +11
to
        %shift the coordinates onto the right hand board
        hitmiss_display(row,col) = miss_sprite;
        bool=false;

        %if a shot was already taken here
    elseif(ships(row,col)==-1)

        bool = false;

    else
        % Display hit for player's shot at (row,col)
        hitmiss_display(row,col) = hit_sprite;
        bool=true;
    end

    ships(row, col) = -1;
end

Not enough input arguments.

Error in hitOrMiss (line 14)
    if(ships(row, col)==0)

```

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