- player_num: char - opcode: char - x: char - y: char - ship_type: char - numOfPlayers: int - int turn; server (Driver) grid + main(argc, argv): int - theGrid_: char[][] oceanGrid targetGrid - carrierPos: vector<pair<int, int>> - battleshipPos: vector<pair<int, int>> - targetGridColor: string - destroyerPos: vector<pair<int, int>> - submarinePos: vector<pair<int, int>> - patrolPos: vector<pair<int, int>> + printGrid(): void + handleResponse(pkt, SS) + printGrid(): void + canUpdate(x, y, shipType, placement): + updateGrid(x, y, shipType, placement): void + configGrid(): void + shipSunk(ship): bool + isHit(x, y, packet): int + handleShot(pkt, SS): network_packet test_client(Driver) - socket_mutex: pthread_mutex_t - client_socket: int - player_number: int - connected: bool - shipsSunk: int - shipsRemaining: int - theOceanGrid: oceanGrid - theTargetGrid: targetGrid - totalNumOfPlayers: int - turn: int + tx(arg): void* + rx(arg): void* + main(argc, argv): int

network_packet