SeaFight class diagram

Board

-width: int
-height: int
-fill: char
-board: char*

+Board(): <constructor>
+modBoard(i: int, j: int, c: char): void
+getBoard(): void
+checkCoordinate(i: int, j: int): int

Ship

-lenght: int
-name: string

+Ship(): constructor
+Ship(lenght: int): <constructor>

Player

-name: string
-board: Board
-oneBlShip: Ship
-twoBlShip: Ship
-threeBlShip: Ship
-fourBlShip: Ship

+Player(name): <constructor>
+getName(): string
+addShips(): void
+shot(): int
+getShot(target: array*): void

PlayerPC

-name: string
-board: Board
-oneBlShip: Ship
-twoBlShip: Ship
-threeBlShip: Ship
-fourBlShip: Ship

+Player(name): <constructor>
+getName(): string
+addShips(): void
+shot(): int
+getShot(target: array*): void

Game

+play(): void