Team i'm Hungry BattleShip Pseudocode

1x 2d array:  
char ShipBoard[9][11]

Struct BattleShips{

Int Carrier (5)

int Battleship (4)

int Cruiser (3)

int Sub (3)

int Destroyer (2)

}

//pre: none

//post: blank board printed with wave/ocean icons 9x11

Void PrintBoard();

//all CPU ships placed

//pre: none

//post: random cpu play board

Void FillCPUBoard(char ShipBoard[][11], BattleShips EnemyShips);

//player guesses a spot on the cpu’s board

//pre: game started, both boards generated

//post: spot on board marked based off of guess

int PlayerTurn(int xTarget, int yTarger, char ShipBoard[][11]);

//called to see if player guess is a hit or miss

//pre: called by player turn

//post: 01 hit or miss

Bool CheckHitMiss(int xTarget, int yTarger, char ShipBoard[][11]);

//called to see if player guess sinks a battleship

//pre: hit has been made

//post: 01 sunk ship or not

Bool IsSunkShip(int xTarget, int yTarger, char ShipBoard[][11]);

Int main(){

Int totalHits = 0;

Random board generated by computer

While all hits (17) are not made by player, continue while loop , calling PlayerTurn