1 2d arrays[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

//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

//called to see if player guess is a hit or miss  
//pre: called by player turn  
//post: 01 hit or miss  
Bool CheckHitMiss

//called to see if player guess sinks a battleship  
//pre: hit has been made  
//post: 01 sunk ship or not  
Bool IsSunkShip

Int main(){

Int totalHits = 0;

Random board generated by computer

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