



## Programming Test: Battleships

The purpose of this test is primarily to examine your problem solving and design skills. It will form the basis of a discussion at interview, where you will be expected to discuss your solution in more depth. It will not be analysed using automated tools. There is no time limit on the test, although we would recommend you spend no more than 2-3 hours on it in total. You are not required to produce a graphical user interface. You are expected to make your code elegant/beautiful and present the best you can do.

You may develop your solution as a console application or as web application, whichever you feel more comfortable with, using C# (or Java).

Please include a short readme or text file along with the completed solution to explain how you tackled this problem.

### The Problem

Implement a very simple game of battleships to allow a single human player to play a one sided game of battleships against the computer.

The program should create a 10x10 grid, and place the following ships on the grid at random with the following sizes:

- 1x Battleship (5 squares)
- 2x Destroyers (4 squares)

The application should accept valid input from the user in the format "A5" to signify a square to target, and feedback to the user whether the shot was success, and additionally report on the sinking of any vessels.

Submission Zip up your solution, and name it "Your.Name.Battleships.zip". Omit any \bin and \obj directories, and email to [hr@bedegaming.com](mailto:hr@bedegaming.com)