

Player
- my_field: Field - opponent_field: Field - ships: ShipSet
+ __str__(): String + place_ship(ship: Ship, x_coordinate: int, y_coordinate: int, orientation: Orientation)

+ __str__(): String
 output oppenent_field, my_field

+ place_ship(ship: Ship, x_coordinate: int, y_coordinate: int, orientation: Orientation)
 remove appropriate ship from ships
 add the ship in the appropriate orientation at the right coordinates