

Executive Class Reference

Public Member Functions

Executive ()

~Executive ()

void **run** ()

void **getRow** ()

void **getColumn** ()

void **addSpace** (int)

Private Attributes

int **row**

User's choice of row they want to place and fire.

char **column**

User's choice of row they want to place and fire.

Boards * **playerOne** = new **Boards**()

Creating an object for player one.

Boards * **playerTwo** = new **Boards**()

Creating an object for player two.

int **numberOfShips**

Allow user to enter the number of ships.

Constructor & Destructor Documentation

◆ Executive()

Executive::Executive ()

Precondition

none

Postcondition

primary constructor of the **Executive** class

returns nothing

◆ ~Executive()

Executive::~~Executive ()

Precondition

none

Postcondition

destructor of the **Executive** class

returns nothing

Member Function Documentation

◆ addSpace()

void Executive::addSpace (int **num**)

Precondition

none

Postcondition

Literally just adds like 100 new lines so that you can't cheat.

◆ getColumn()

void Executive::getColumn ()

Precondition

Game has begun.

Postcondition

Gets the column the user wants to attack.

◆ getRow()

```
void Executive::getRow ( )
```

Precondition

Game has begun.

Postcondition

Gets the row the user wants to attack.

◆ run()

```
void Executive::run ( )
```

Precondition

takes a string for the filename

Postcondition

run determines which mode to run the program in

returns nothing

The documentation for this class was generated from the following files:

- C:/Users/Qing Dong/Desktop/Battleship-master/[Executive.h](#)
- C:/Users/Qing Dong/Desktop/Battleship-master/Executive.cpp