

Players Class Reference

Public Member Functions

Boards * **getBoard** () const
void **setBoard** (**Boards** *newBoard)

Private Attributes

Boards * **myBoard**
Create an object to access to board class.

Member Function Documentation

◆ getBoard()

Boards * Players::getBoard () const

Precondition

none

Postcondition

get boards using given location

returns nothing

◆ setBoard()

void Players::setBoard (**Boards** * newBoard)

Precondition

The board that is created

Postcondition

Set the demanded location

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

- C:/Users/Qing Dong/Desktop/Battleship-master/**Players.h**

- C:/Users/Qing Dong/Desktop/Battleship-master/Players.cpp