# Battleships

Write a program to play a game of Battleships. The computer will randomly place the ships, and the player will find them. Use a string grid to display the “field” of battle. The user clicks a cell on the grid with his mouse to check for submarines, ships etc. If nothing is found on that square, then user clicks another square. If a ship is detected, mark the square accordingly. The ship covers several squares, so the user must click to find other parts of the ship. The program must detect when the complete ship is found.

Enhancements: keep score, allow several ships,3D

Skills: stringgrids, 2D arrays, sequence, selection, iteration, mousehandling.