```java
import java.util.Scanner;

public class BattleShipMain {
  public static void main(String[] args) {
    BattleShip bs = new BattleShip();
    Displayer displayer = new Displayer();
    Scanner input = new Scanner(System.in);
    int gridHeight = 0;
    int gridWidth = 0;
    int choice = -1;                          //dummy value
    String confirmed = "No";                  /*dummy value, to be used for
confirming player's
                                               *choice with their ships in the
grid */


    displayer.displayHeader( "Welcome to BattleShip, soldier!" );
    displayer.displayHeaderTwo( "Player One", "Player Two" );
    displayer.displayHeader( "Enter 1 or 2" );
    choice = input.nextInt();
    if( choice == 1 || choice == 2 ) {
      bs.setPlayer( choice );
    }
    else {
      while( choice > 2 || choice < 1 ) {
        displayer.displayHeader( "Please enter 1 or 2" );
        choice = input.nextInt();
      }
      bs.setPlayer( choice );
    }




    //======================================= SETTING THE GRID FOR PLAYER 1
===========================================
    //entering the coordinates for the ships

    displayer.displayHeader( "Player 1" );
    displayer.displayHeader( "Enter Your Coordinates" );
    System.out.println( "\n" );
    displayer.displayGrid( bs.getGridP1() );
    System.out.println( "\n" );

    //entering the coordinates for Carrier
    System.out.println( "Carrier " );
    System.out.println( "Coordinate Y" );
    gridHeight = input.nextInt();
    System.out.println( "Cooridnate X" );
    gridWidth = input.nextInt();
    bs.setShipP1( "CA", gridHeight - 1, gridWidth - 1 );

    //entering the coordinates for Cruiser
    System.out.println( "Cruiser" );
    System.out.println( "Coordinate Y" );
    gridHeight = input.nextInt();
    System.out.println( "Coordinate X" );
    gridWidth = input.nextInt();
    bs.setShipP1( "CR", gridHeight - 1, gridWidth - 1 );

    //entering the coordinates for Battleshipship
```

```java
    System.out.println( "Battleship" );
    System.out.println( "Coordinate Y " );
    gridHeight = input.nextInt();
    System.out.println( "Coordinate X " );
    gridWidth = input.nextInt();
    bs.setShipP1( "BA", gridHeight - 1, gridWidth - 1 );

    //entering the coordinates for Destroyer
    System.out.println( "Destroyer" );
    System.out.println( "Coordinate Y" );
    gridHeight = input.nextInt();
    System.out.println( "Coordinate X" );
    gridWidth = input.nextInt();
    bs.setShipP1( "DE", gridHeight - 1, gridWidth - 1 );

    //entering the cooridnates for Submarine
    System.out.println( "Submarine" );
    System.out.println( "Coordinate Y" );
    gridHeight = input.nextInt();
    System.out.println( "Coordinate X" );
    gridWidth = input.nextInt();
    bs.setShipP1( "SU", gridHeight - 1, gridWidth - 1 );

    /*Getting confirmation from Player 1 before continuing with player 2
     * will edit to make it a loop which repeats the whole process if the
     * player is unsatisfied */
    displayer.displayHeader( "Confirmed?" );
    displayer.displayHeaderTwo( "Yes", "No" );
    displayer.displayGrid( bs.getGridP1() );
    System.out.println("");
    input.nextLine();
    confirmed = input.nextLine();
    if ( confirmed.equals("No") ) {
      System.out.println( "Okay it works" );    //Dummy value
    }

    else if ( confirmed.equals("Yes") ) {
      System.out.println( "Okay it works" ); //Dummy value
    }

    else {
      System.out.println( "Please enter \"Yes\" or \"No\"" );
    }



    //====================================== SETTING THE GRID FOR PLAYER 2
============================================
    //entering the coordinates for the ships

    displayer.displayHeader( "Player 2" );
    displayer.displayHeader( "Enter Your Coordinates" );
    System.out.println( "\n" );
    displayer.displayGrid( bs.getGridP2() );
    System.out.println( "\n" );

    //entering the coordinates for Carrier
    System.out.println( "Carrier " );
    System.out.println( "Coordinate Y" );
    gridHeight = input.nextInt();
    System.out.println( "Cooridnate X" );
    gridWidth = input.nextInt();
    bs.setShipP2( "CA", gridHeight - 1, gridWidth - 1 );
```

```java
//entering the coordinates for Cruiser
System.out.println( "Cruiser" );
System.out.println( "Coordinate Y" );
gridHeight = input.nextInt();
System.out.println( "Coordinate X" );
gridWidth = input.nextInt();
bs.setShipP2( "CR", gridHeight - 1, gridWidth - 1 );

//entering the coordinates for Battleshipship
System.out.println( "Battleship" );
System.out.println( "Coordinate Y " );
gridHeight = input.nextInt();
System.out.println( "Coordinate X " );
gridWidth = input.nextInt();
bs.setShipP2( "BA", gridHeight - 1, gridWidth - 1 );

//entering the coordinates for Destroyer
System.out.println( "Destroyer" );
System.out.println( "Coordinate Y" );
gridHeight = input.nextInt();
System.out.println( "Coordinate X" );
gridWidth = input.nextInt();
bs.setShipP2( "DE", gridHeight - 1, gridWidth - 1 );

//entering the cooridnates for Submarine
System.out.println( "Submarine" );
System.out.println( "Coordinate Y" );
gridHeight = input.nextInt();
System.out.println( "Coordinate X" );
gridWidth = input.nextInt();
bs.setShipP2( "SU", gridHeight - 1, gridWidth - 1 );

/*Getting confirmation from Player 1 before continuing with player 2
 * will edit to make it a loop which repeats the whole process if the
 * player is unsatisfied */
displayer.displayHeader( "Confirmed?" );
displayer.displayHeaderTwo( "Yes", "No" );
displayer.displayGrid( bs.getGridP2() );
System.out.println("");
input.nextLine();
confirmed = input.nextLine();
if ( confirmed.equals("No") ) {

}

else if ( confirmed.equals("Yes") ) {

}

else {
  System.out.println( "Please enter \"Yes\" or \"No\"" );
}




System.out.println( "\n\n\n" );
displayer.displayHeader( "Battle-off, Commanders!" );
```

```java
        //rotating between the players
        while( true ) {
          if( bs.getCurrPlayer() == 1 ) {
            displayer.displayHeader( "Player One" );
            System.out.print( "\n" );
            System.out.println( "Opponent's Grid" );
            displayer.displayOppGrid( bs.getGridP2() );
            System.out.println("");
            System.out.println( "\n" );
            System.out.println( "Player's Grid" );
            displayer.displayGrid( bs.getGridP1() );
            System.out.println( "\n\nEnter your attack coordinates:");
            System.out.println( "Coordinate Y" );
            gridHeight = input.nextInt();
            System.out.println( "Coordinate X" );
            gridWidth = input.nextInt();
            bs.checkGrid( gridHeight - 1, gridWidth - 1, bs.getGridP2() );
            displayer.displayOppGrid( bs.getGridP2() );
            displayer.displayGrid( bs.getGridP2() );
            break;
          }


          else if( bs.getCurrPlayer() == 2 ) {
            System.out.println( "\n\n\n\n\n\n" );
            displayer.displayHeader( "Player Two" );
            displayer.displayGrid( bs.getGridP1() );

            break;
          }
          else {
            System.out.println( "error, cannot register current player" );
            break;
          }
        }
        bs.switchPlayer();
        input.close();

      }
    }
```