package battleship;

public class Master

{

static Player p = new Player();

static AI a;

public static void passShipArray(Ship [] ships, int diff)

{

p.setShips(ships);

for(int i = 0; i < ships.length; i++)

{

MyBoard.setShip(ships[i].getXY(0), ships[i].getXY(1), ships[i].getSize(), ships[i].getOrtn());

}

a = new AI(p);

a.setDifficulty(diff);

}

public static int passPlayerHit(int x, int y) // true = hit, false = miss

{

a.decrement(y, x);

return (a.hitOrMiss(y, x)); // may or may not need to be flipped

}

public static void doAIHit()

{

int[] fire = a.fire();

int hitShip = p.hitOrMiss(fire[0], fire[1]);

MyBoard.AIHit(fire[0], fire[1], hitShip);

}

public static void print() {

System.out.print("AI BOARD");

a.print();

// System.out.print("PLAYER BOARD");

// p.print();

}

public static int whoWon() {

if (a.lose()) {

return 1;

} if (p.lose()) {

return 2;

}return 0;

}

}