package battleship;

public class Player extends Side

{

public Player()

{

oBoard = new int[8][8];

board = new int[8][8];

}

public void setShips(Ship[] ships)

{

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

{

for (int j=0; j<ships[i].getSize(); j++)

{

if (ships[i].getOrtn().toLowerCase().equals("right"))

{

board[ships[i].getXY(0)][ships[i].getXY(1)+j]=ships[i].getSize()-1;

}

else if (ships[i].getOrtn().toLowerCase().equals("down"))

{

board[ships[i].getXY(0)+j][ships[i].getXY(1)]=ships[i].getSize()-1;

}

else if (ships[i].getOrtn().toLowerCase().equals("left"))

{

board[ships[i].getXY(0)][ships[i].getXY(1)-j]=ships[i].getSize()-1;

}

else

{

board[ships[i].getXY(0)-j][ships[i].getXY(1)]=ships[i].getSize()-1;

}

}

}

}

}