package battleship;

public class Ship {

private int startx;

private int starty;

private String orientation;

private int size;

private int hits;

public Ship(int startx1, int starty1, String orient, int sz){

hits = 0;

startx = startx1;

starty = starty1;

size=sz;

orientation=orient.toLowerCase();

}

public boolean hit() {

hits++;

if (hits==size) {

return true;

}return false;

}

public String getOrtn() {

return orientation;

}

public int getSize() {

return size;

}

public int getXY(int i) {

if (i==0) {

return startx;

} else {

return starty;

}

}

}