

Board

- + Board()
- + bool all_boats_dead()
- + bool shoot(int x, int y)
- + bool case_vide(int x, int y)
- + void display_own()
- + void display_for_opponent()
- + list< Ship > get_ships()
- + void set_ships(list< Ship > _ships)
- + void add_ship(Ship *ship)
- + bool can_place_ship(int x, int y, int size, Direction dir)
- + static pair< int, int > get_coords(string coord)