```
Board
# list< Ship > ships
# vector< vector< int
  > > shots
+ 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)
               +boardA
               +boardB
       GameManager
+ bool a to play
+ GameManager(Board
    boardA, Board boardB)
+ bool is over()
+ void play()
+ Board get_boardA()
+ void set boardA(Board
   boardA)
+ Board get_boardB()
+ void set boardB(Board
   boardB)
+ bool get_turn()
+ void set turn(bool
    turn)
  void clear()
```