## 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)



## 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()