

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)
```