

Ship

- + Ship(int x, int y, int size, Direction dir, string name)
- + bool is_dead()
- + bool occupies(int x, int y)
- + bool hit(int x, int y)
- + bool is_hit(int x, int y)
- + int get_x_start()
- + void set_x_start(int _x)
- + int get_y_start()
- + void set_y_start(int _y)
- + int get_size()
- + void set_size(int _size)
- + Direction get_dir()
- + void set_dir(Direction _dir)
- + string get_name()
- + void set_name(string _name)
- + vector< bool > get_hits()
- + void set_hits(vector< bool > _hits)