BattleshipFrame -game : BattleshipGame -battleshipGamePanel: JPanel -lblFirstName: JLabel -fldFirstName: JTextField 420-G20 A02 -areaDisplay: JTextArea Avetik Hakobyan -menuBar : JMenuBar -fileMenu: JMenu -help: JMenu -gameInstructions: JMenuItem -about: JMenuItem -undoLast: JMenuItem -newGame: JMenuItem -restoreGame : JMenuItem -saveGame: JMenuItem -exit: JMenuItem BattleshipInterface -isGameSettingsSelected : boolean -gameSettingsFilename: String -input: Scanner -battleshipButton[: JButton[][] +main(args: String[]): void +battleshipFrame() +validInput(): String +enableButton(enabled: boolean): void +printBoard() +main(args: String[]): void +updateBoard(): void +actionPerformed(): void **BattleshipGame** #userName: String #carrier : String[] #cruiser: String[] #battleship: String[] #submarine : String[] #destroyer : String[] #plays:int #guess: String -gameWriter : FileWriter -currentGameFilename; String -gameSettingsFilename; String +BattleShipGame() -validateInput(): boolean -validate() -undoLastMove() -checkMove(): boolean #validateCurrentFile() : boolean #validateGameSettings() : boolean #validateCarrier() : boolean #validateCruiser() : boolean #validateBattleship() : boolean #validateSubmarine() : boolean #validateDestroyer : boolean +validateBoard(): boolean +open(filename : String) : void +newGame(): void +resumeGame(): void +saveGame(): boolean