Anhang 1

class Ship:   
 def \_\_init\_\_(self, size):   
 self.row = random.choice([0,1,2,3,4,5,6,7,8,9])   
 self.col = random.choice([0,1,2,3,4,5,6,7,8,9])   
 self.size = size   
 self.orientation = random.choice(["Horizontal", "Vertical"])  
 self.indexes = self.compute\_indexes()

def indexcalculation(self):   
 start\_index = self.row \* 10 + self.col   
 if self.orientation == "Horizontal":   
 return [start\_index + i for i in range(self.size)]   
 elif self.orientation == "Vertical":   
 return [start\_index + i \* 10 for i in range(self.size)]

(Beispielcode für das normalgroße 10x10 Spielfeld)