Anhang 2

class Player:   
 def \_\_init\_\_(self):   
 self.ships = []   
 self.search = ["Grid" for i in range(100)]   
 self.placeships(sizes=[5, 4, 3, 3, 2])   
 listofships = [ship.indexes for ship in self.ships]   
 self.indexes = [index for sublist in listofships for index in

sublist]   
 def placeships(self, sizes):   
 for size in sizes:   
 placed = False   
 while not placed:   
 ship = Ship(size)   
 possible = True

for i in ship.indexes:   
 if i >= 100:   
 possible = False   
 break   
 newrow = i // 10   
 newcol = i % 10

if newrow != ship.row and newcol != ship.col:   
 possible = False   
 break  
 for othership in self.ships:   
 if i in othership.indexes:   
 possible = False   
 break  
 if possible:   
 self.ships.append(ship)   
 placed = True

(Beispielcode der Player Klasse für ein 10x10 großes Spielfeld)