1. What does the <td> element correspond to on the game board?

**The indexes or each cell on the game board.**

1. What is the collision function responsible for?

**Checks if the location selected is the actual location of the ship. Returns true if it is; returns false if it does not.**

1. How can you cheat and get the locations of the ships during runtime in the final game?

**Open up the developer console and type model.ships. Pressing return should allow you to see the three ships containing the locations and hits arrays.**

1. We represent each ship in the game with a/an \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**Column**

1. To add a “hit” to the game, what do we add to the corresponding <td> element?

**IDs’ so we can getElementById and can change the message area.**

1. What are the 3 objects that are used in Battleship 2.0?

**Model, view, controller**

1. What method is used to set the class of an element?

**setAttribute**

1. Each object in the game has \_\_\_\_\_\_\_\_\_\_\_\_ primary responsibility.

**one**

1. How would you implement chaining in JavaScript? Explain what chaining is and what it does. Show me an example in code from Battleship 2.0.

**You can chain from an object by using the dot operator. Chaining is the short hand way of a longer series of steps to access properties and methods. Ex: ship.locations.indexOf(guess)**

1. How are do-while loops and while loops similar? How are they different?

**Do while loops execute first before checking the while condition. While loops check the condition before the loop begins. They both are similar in that they both loop.**