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Start Game
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Initialize Game
- Create Player Board
- Create Computer Board
- Place Ships
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Game Loop
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'   Player's Turn
- Display Player Board
- Get Player Input
- Check Validity
- Update Computer Board
- Check for Hit/Miss
- Check for Winner
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Computer T
Computer's Turn
- Generate Random Shot
- Update Player Board
- Check for Hit/Miss
- Check for Winner
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V
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L Como Over
Game Over
- Display Winner
++
V
++
End Game
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