

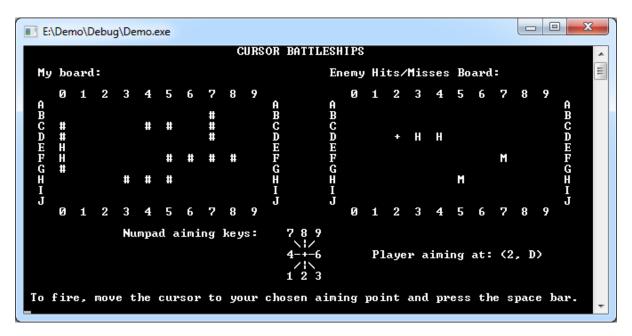
COMP500 / ENSE501: Week 12 - Exercise:

EXERCISE NAME: Cursor Battleships

Implement a game of Battleships, where a human player can play against an AI opponent.

The user interaction must utilise **_kbhit** and **_getch** to get input from the user and hence avoid using **scanf**.

An example of the completed program, with a game in progress, is as follows:



Ensure the program output is exactly as described, and that the whitespace of your source code is well formatted.