Self Evaluation

During the Battleships project I encountered many frustrating errors, the most notable being that I decided to hold the ships verticality as a Boolean and a 2d array to hold the values of where the ship is, the biggest problem with this was when I loaded the board it would have required a large amount more coding to work out if the ship was placed vertically or horizontally or if it was a submarine, so I attempted to delete the class which then sent me back even further.

Another problem I faced was with how I would create a hidden ship, I solved this problem by making the hidden ship be a displayed as a integer value of 3 on the board and when the board is supposed to print our “3” it instead prints a 0, however when the missile class looks through it can see the 3 and change it to a 2 to be displayed to the user as a hit.

I made the shipsize and boardsize variables static a across all the grids these would be the same, I wasn’t sure if this was how static was intended to be used, but I decided that this is what made the most sense considering that if they never changed then there would be no need to re-initialise them every time