## BattleshipModel

-board: String[][]
-carrier: String[][]
-battleship: String[][]
-cruiser: String[][]
-submarine: String[][]
-destroyer: String[][]
-carrierStatus: int
-battleshipStatus: int
-cruiserStatus: int
-submarineStatus: int
-destroyerStatus: int
-totalHits: int

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-PlaceShip(String[]):
+TranslateBoardLocation(String): int
+CheckHit(int):String
+CheckWinner():String
+PlaceCarrierShip(String[]):
+UpdateCarrierShip(int)
+GetCarrierStatus(): int
+PlaceBattleshipShip(String[]):
+UpdateBattleshipShip(int)
+GetBattleshipStatus(): int
+PlaceCruiserShip(String[]):
+UpdateCruiserShip(int)
+GetCruiserStatus(): int
+PlaceSubmarineShip(String[]):
+UpdateSubmarineShip(int)
+GetSubmarineStatus(): int
+PlaceDestroyerShip(String[]):
+UpdateDestroyerShip(int)
+GetDestroyerStatus(): int