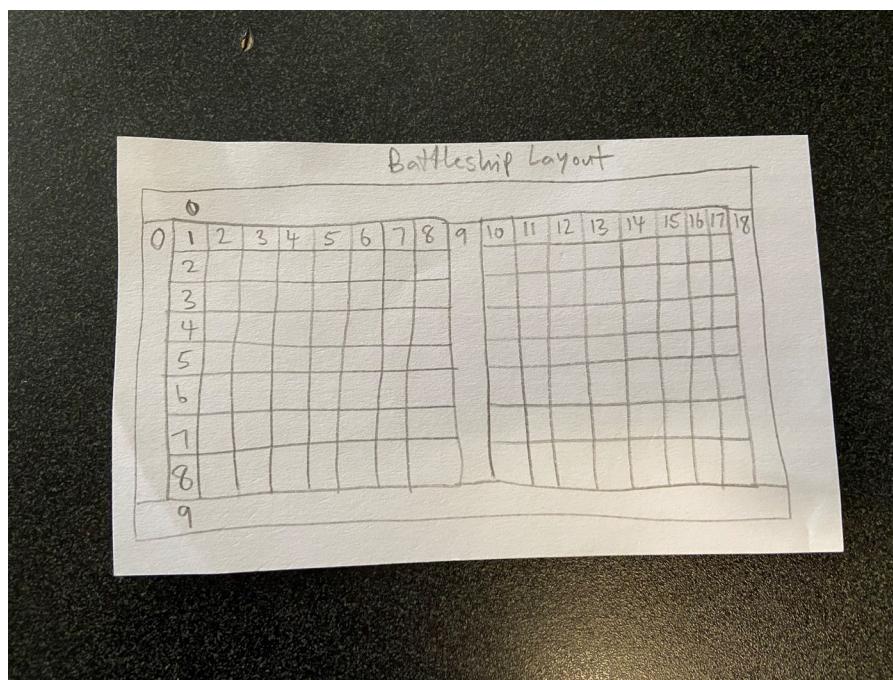
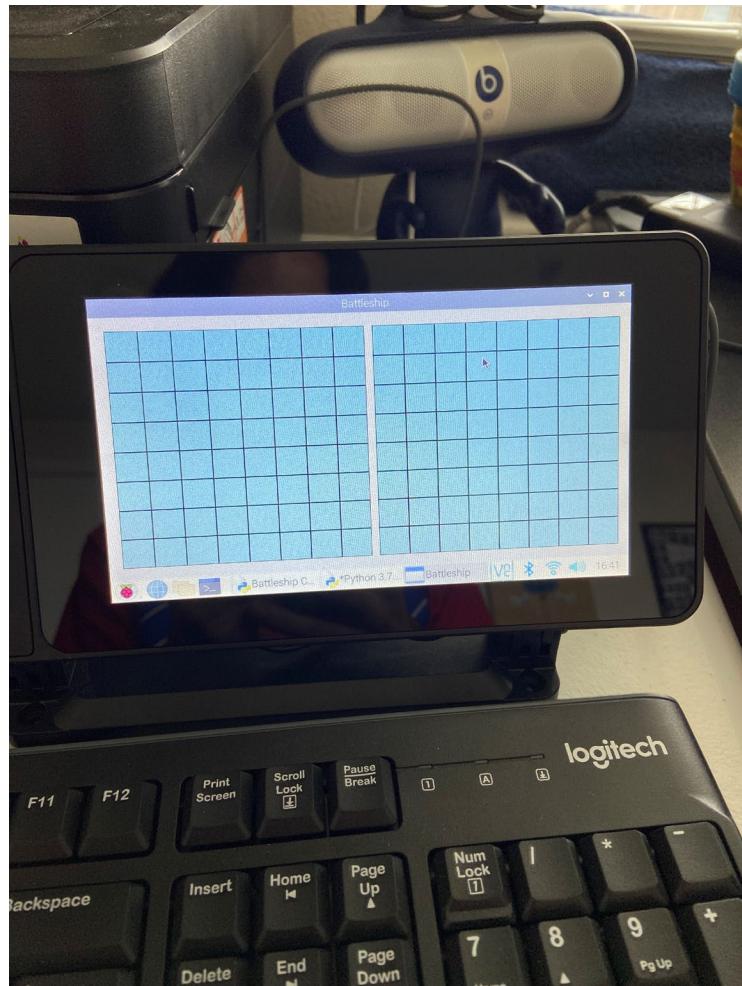


Battleship Project Images

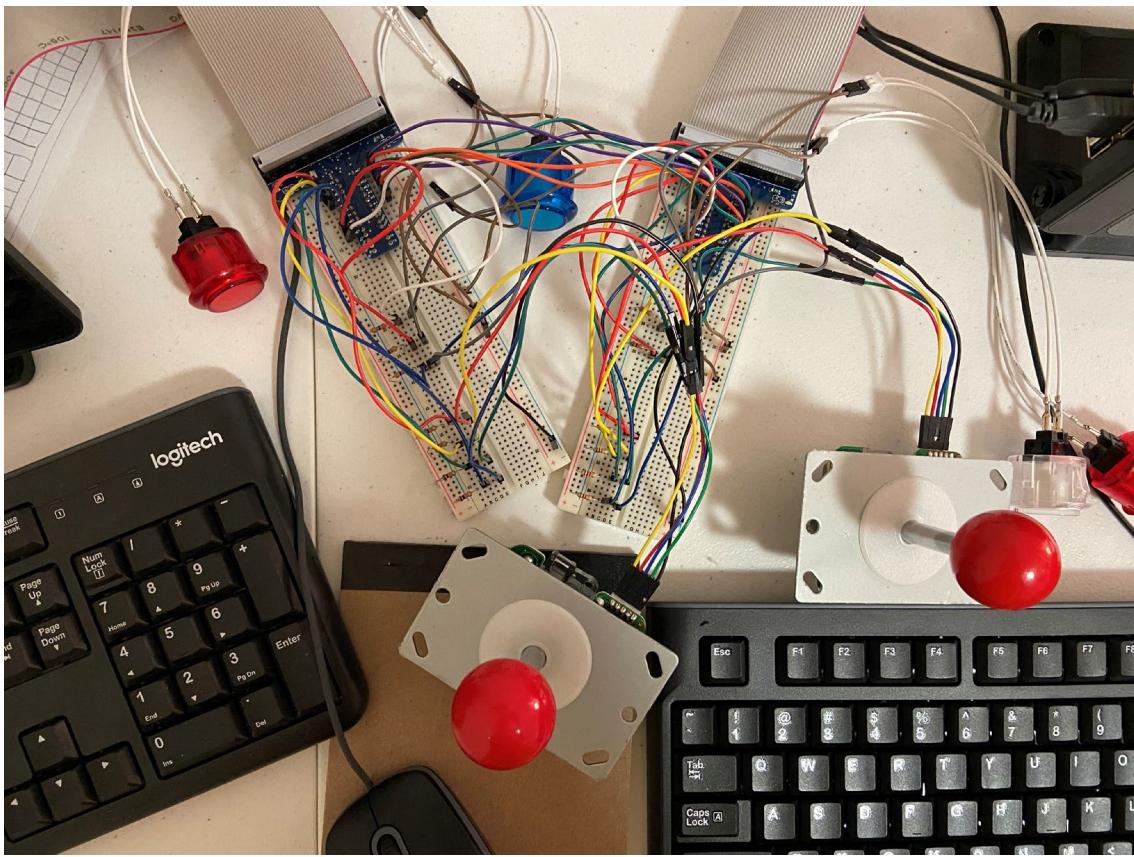
Getting on the Grid

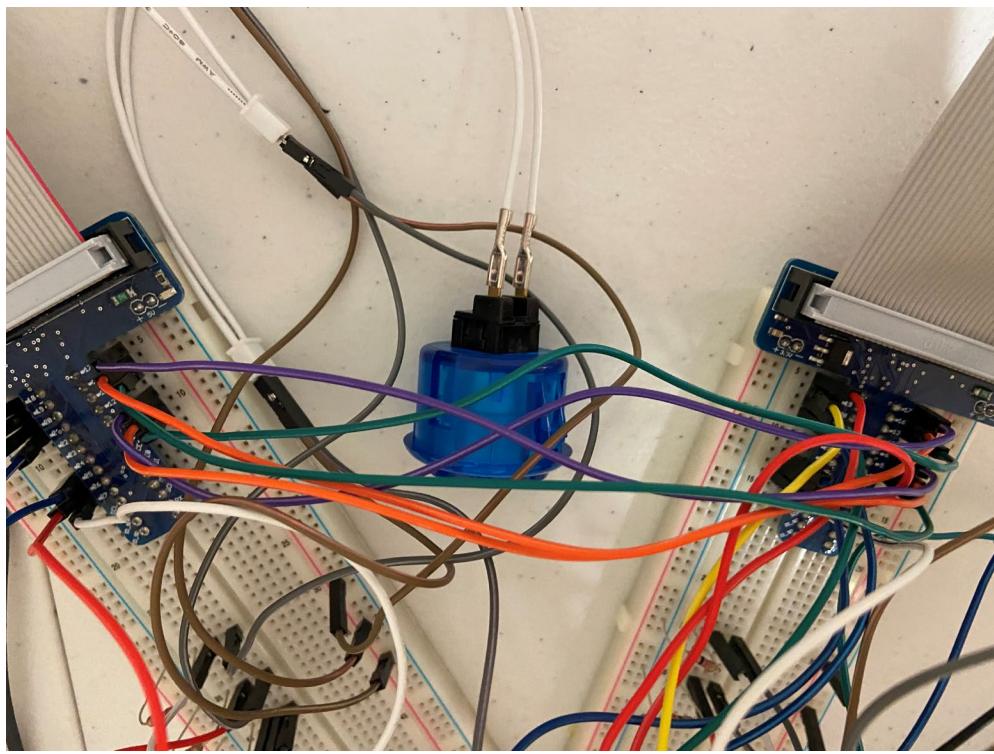
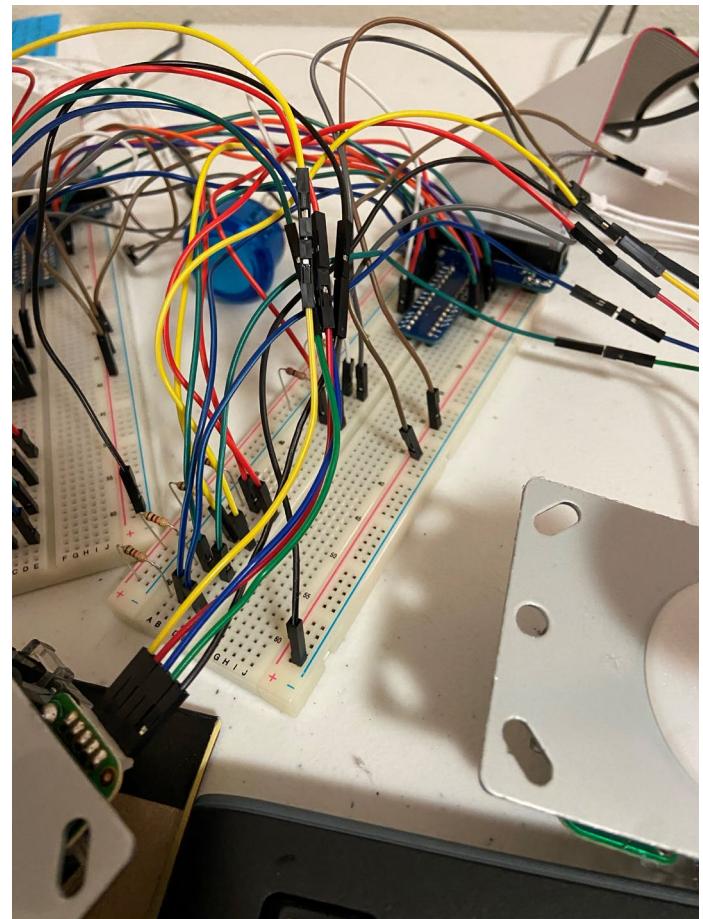
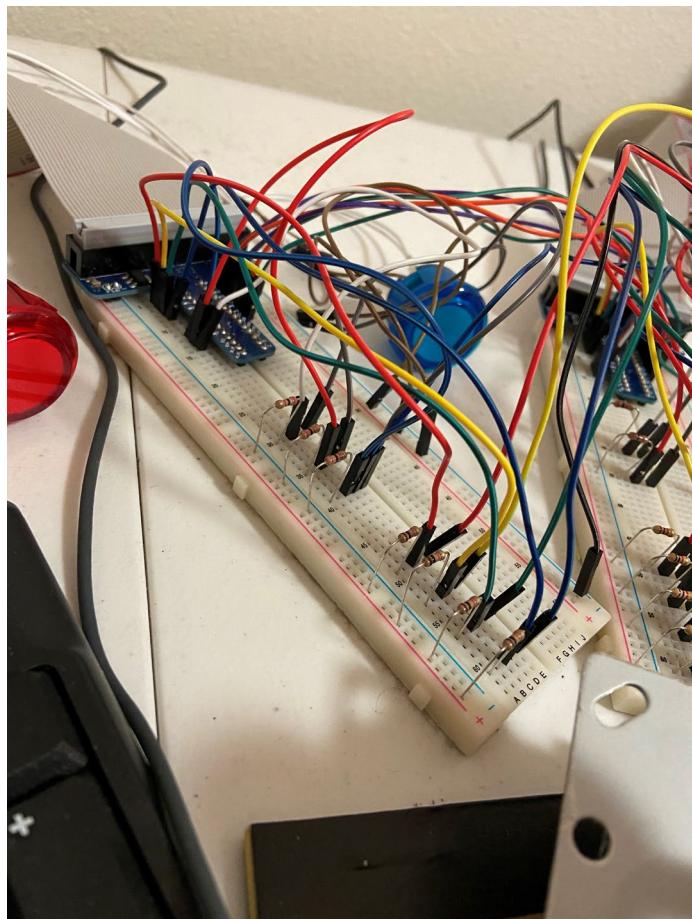


Sights and Sounds

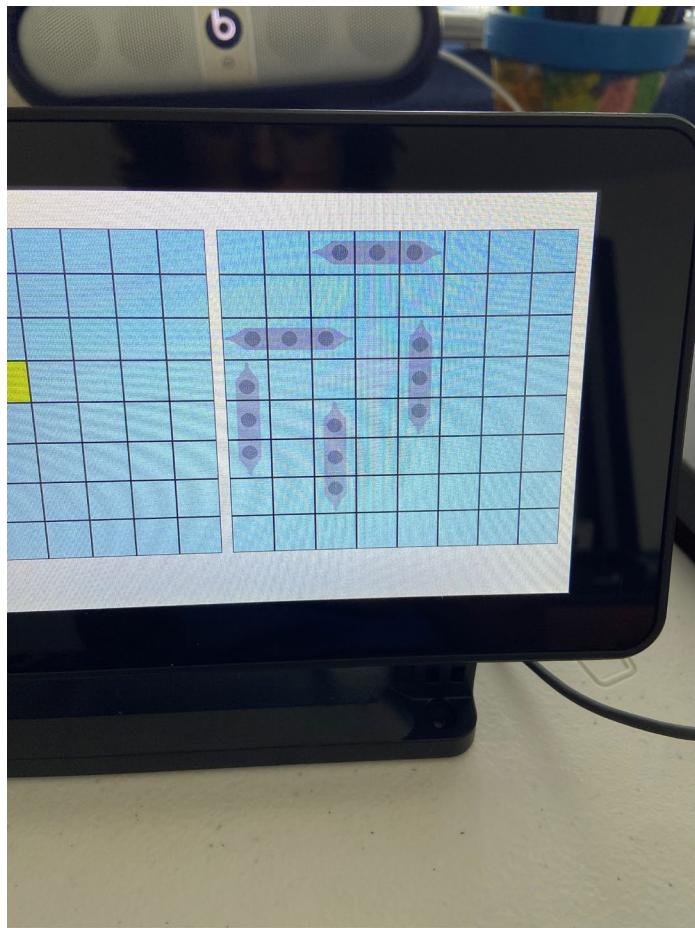


Plug and Play





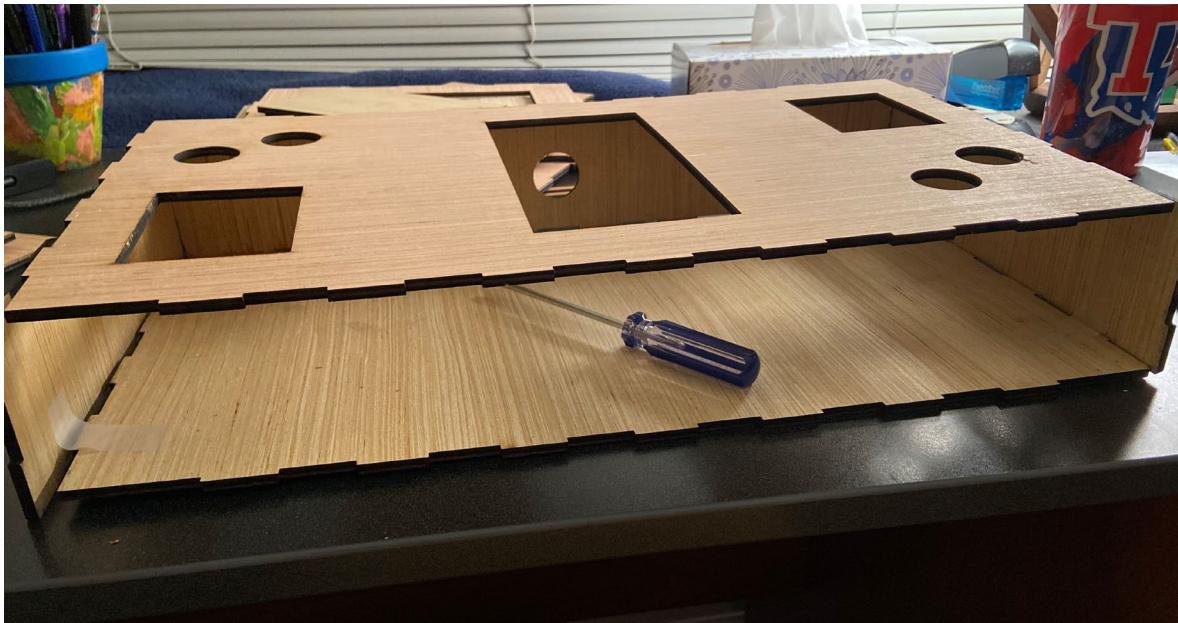
Loading... Data Transfer



```
*Python 3.7.3 Shell*
File Edit Shell Debug Options Window Help
RuntimeWarning: This channel is already in use, continuing anyway.  Use GPIO.set
warnings(False) to disable warnings.
My ships:
{'101': 0, '102': 0, '103': 0, '104': 0, '105': 0, '106': 0, '107': 0, '108': 0,
'111': 0, '112': 0, '113': 0, '114': 0, '115': 0, '116': 0, '117': 0, '118': 0,
'121': 0, '122': 0, '123': 0, '124': 1, '125': 1, '126': 1, '127': 1, '128': 1,
'131': 0, '132': 0, '133': 0, '134': 1, '135': 1, '136': 1, '137': 1, '138': 1,
'141': 0, '142': 0, '143': 0, '144': 1, '145': 1, '146': 1, '147': 1, '148': 1,
'151': 0, '152': 0, '153': 0, '154': 0, '155': 0, '156': 0, '157': 0, '158': 0,
'161': 0, '162': 0, '163': 0, '164': 0, '165': 0, '166': 0, '167': 0, '168': 0,
'171': 0, '172': 0, '173': 0, '174': 0, '175': 0, '176': 0, '177': 0, '178': 0}

Their ships:
{'11': 0, '12': 0, '13': 0, '14': 0, '15': 0, '16': 0, '17': 0, '18': 0, '21': 0,
'22': 0, '23': 0, '24': 0, '25': 0, '26': 0, '27': 0, '28': 0, '31': 0, '32': 0,
'33': 0, '34': 1, '35': 1, '36': 1, '37': 1, '38': 1, '41': 0, '42': 0, '43': 0,
'44': 1, '45': 1, '46': 1, '47': 1, '48': 1, '51': 0, '52': 0, '53': 0, '54': 0,
'55': 1, '56': 1, '57': 1, '58': 1, '61': 0, '62': 0, '63': 0, '64': 0, '65': 1,
'66': 0, '67': 0, '68': 0, '71': 0, '72': 0, '73': 0, '74': 0, '75': 0, '76': 0,
'77': 0, '78': 0, '81': 0, '82': 0, '83': 0, '84': 0, '85': 0, '86': 0, '87': 0, '88': 0}
Ln: 18 Col: 0
```

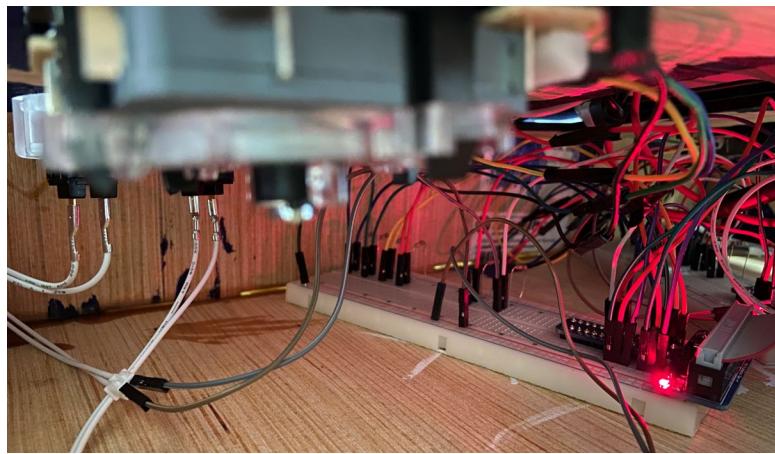
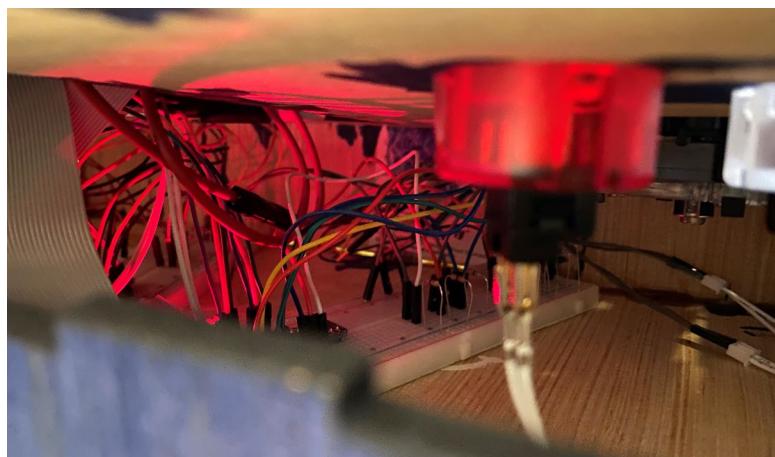
Shop Class



Paint it, Blue



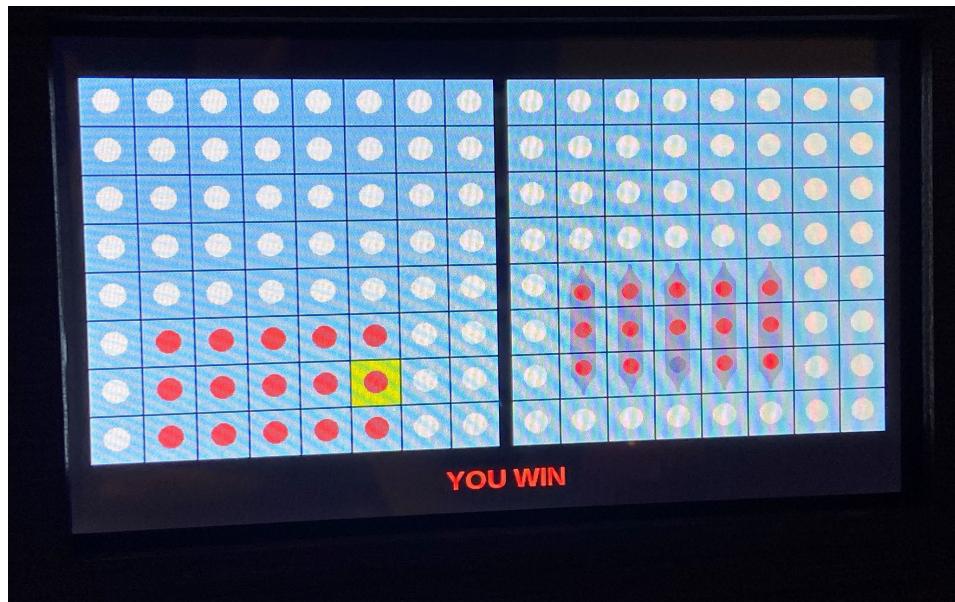
Down to the Wire



Put a Lid on It



Game On



Ctrl+C

