Class Diagram - Battaglia navale Player — Name : string - NumShip: int + Scacchiera[10][10]={0}: int Game + Flotta : vector<Nave> - player1 : Player* + getName() const : string - player2 : Player* + getNumShip() const : int - currentPlayer : Player* + setCella(int, int, int) 2 - otherPlayer : Player* 1 + getCella(int, int) const : int — vittoria : bool + drawScacchiera() const + drawScacchiera_posizionamento() const + chiInizia(Player*, Player*) : Player* + checkCaselle(int, int, int, string) const : bool + Gioco(Game, Player*, Player*) + traduciLettere_in_Coordinate(int*, int*, string) + switchPlayer() + traduciCoordinate_in_Lettere(int, int) string + setVittoria() + validateCoordinateFormat(const string &) const : bool + checkVittoria(Player*) + createFleet() + updateFleet() + shooting(Player &) + checkDefeat(): bool 6 Nave Computer - Direzione : string - Size : int — Name : string - DirShip : string — Affondato : bool — StartPosition : int* — SizeShip : int — Position : vector<int*> - XLastShot : int - naveType : char - YLastShot : int — Status : int + calcoloDanni() + qetAffondato() const : bool + generateRandomDirection(): string + generateRandomCoordinates(): pair <int,int> + setPosition() + getSimbolo() const : char + createFleet() + getSize() const : int + shooting(Player &) Corazzata Sottomarino Torpediniera Lancia