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function
    constant
        INTEGER ROWS:= 10;
        INTEGER COLS:= 11;
    endconstant
    var
        INTEGER i, j, x=0, opcion, fila, columna;
        INTEGER playerTable[ROWS][COLS]={
            {1,0,0,0,0,0,0,0,0,0,0},
            {2,0,0,0,0,0,0,0,0,0,0}, {3,0,0,0,0,0,0,0,0,0,0},
            {4,0,0,0,0,0,0,0,0,0,0}, {5,0,0,0,0,0,0,0,0,0,0},
            {6,0,0,0,0,0,0,0,0,0,0}, {7,0,0,0,0,0,0,0,0,0,0},
            {8,0,0,0,0,0,0,0,0,0,0}, {9,0,0,0,0,0,0,0,0,0,0},
            {10,0,0,0,0,0,0,0,0,0,0}
        };
        INTEGER myTable[ROWS][COLS]={
            {1,0,0,1,0,0,0,0,0,0,0},
            {2,0,0,1,0,0,0,0,0,0,0}, {3,0,0,1,0,0,0,0,0,0,0},
            {4,0,0,0,0,0,0,0,0,0,0}, {5,0,0,0,0,0,0,0,0,0,0},
            {6,0,0,0,0,0,0,0,0,0,0}, {7,0,0,1,1,1,1,0,0,0,0},
            {8,0,0,0,0,0,0,0,0,0,0}, {9,0,0,0,0,0,0,0,0,0,0},
            {10,0,0,0,0,1,1,1,1,0,0}
        };
    endvar
    while (opcion>4 OR opcion<1) AND x<3 do
        WRITE "No has introducido una opción válida, vuelve a
        elegir: ";
        READ opcion;
        x:= x+1;
    endwhile
    switch opcion do
        case= 1
            WRITE "  A  B  C  D  E  F  G  H  I  J \n";
            for i:=0 to ROWS do
                for j:=0 to COLS do
                    WRITE playerTable[i][j];
                endfor
            endfor
            WRITE "Introduce el numero de columna: \n";
            READ columna;
            WRITE "Introduce un numero de fila: \n";
            READ fila;
            for i=fila-1 to ROWS do
                for j=columna-1 to COLS do
                    if myTable[i][j] == 1 then
                        WRITE "Las coordenadas %d y %d han
                        tocado el barco\n", fila, columna;
                    end if
                end for
            end for
        end case
    end switch
end function

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        for j=0 to COLS do
            WRITE myTable[i][j];
        endfor
        break;
    endfor
else
    WRITE "Las coordenadas %d y %d no
    han tocado el barco\n", fila,
    columna;
    WRITE "  A  B  C  D  E  F  G  H
    I  J \n";
    for i=0 to ROWS do
        for j=0 to COLS do
            WRITE myTable[i][j];
        endfor
    endfor
endif
break;
endfor
break;
endfor
break;

case= 2
WRITE "  A  B  C  D  E  F  G  H  I  J \n";
for i:=0 to ROWS do
    for j:=0 to COLS do
        WRITE playerTable[i][j];
    endfor
endfor
WRITE "Introduce el numero de columna: \n";
READ columna;
WRITE "Introduce un numero de fila: \n";
READ fila;
for i=fila-1 to ROWS do
    for j=columna-1 to COLS do
        if myTable[i][j] == 1 then
            WRITE "Las coordenadas %d y %d han
            tocado el barco\n", fila, columna;
            for i=fila-1 to ROWS do
                for j=0 to COLS do
                    WRITE myTable[i][j];
                endfor
                break;
            endfor
        else

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WRITE "Las coordenadas %d y %d no
han tocado el barco\n", fila,
columna;
WRITE "  A  B  C  D  E  F  G  H
I  J \n";
for i=0 to ROWS do
    for j=0 to COLS do
        WRITE myTable[i][j];
    endfor
endfor
endif
break;
endfor
break;
endfor
break;

case= 3
WRITE "  A  B  C  D  E  F  G  H  I  J \n";
for i:=0 to ROWS do
    for j:=0 to COLS do
        WRITE playerTable[i][j];
    endfor
endfor
WRITE "Introduce el numero de columna: \n";
READ columna;
WRITE "Introduce un numero de fila: \n";
READ fila;
for i=fila-1 to ROWS do
    for j=columna-1 to COLS do
        if myTable[i][j] == 1 then
            WRITE "Las coordenadas %d y %d han
            tocado el barco\n", fila, columna;
            for i=fila-1 to ROWS do
                for j=0 to COLS do
                    WRITE myTable[i][j];
                endfor
            endfor
            break;
        endfor
    else
        WRITE "Las coordenadas %d y %d no
        han tocado el barco\n", fila,
        columna;
        WRITE "  A  B  C  D  E  F  G  H
        I  J \n";
        for i=0 to ROWS do
            for j=0 to COLS do
                WRITE myTable[i][j];
            endfor
        endfor
    end
endfor

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                                endfor
                            endfor
                        endif
                    break;
                endfor
            break;
        endfor
    break;

    case= 4
        WRITE "Has salido";
        break;
endswitch
endfunction
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