



100 Square - target: Target - isShot : boolean + Square(Target) + shootAt(): int + isShootAt(): boolean + hasImpact(): boolean + toChar(): char + setContent(Target): Square + hasContent(): boolean <<Interface>> Target + shootAt(): int + hasImpact(): boolean + toChar(): char + toFiredChar(): char 20 90 Ship Water - damage: int + shootAt(): int + toChar(): char + toFiredChar(): char + hasImpact(): boolean - size: int + shootAt(): int + size(): int + isSunk(): boolean + toChar(): char + toFiredChar(): char + setSize(int): void + getDamage(): int

+ hasImpact(): boolean