[f] InitialGrid(int n[0][array_size])
[f] PrintGrid(int n[0][array_size])
[f] isLocation_Clear(int row, int column, int n[0][array_size])
[f] FireShot(int row, int column, int n[0][array_size], int outcome_status)
[f] CheckGame( )
[f] userTakeTurn( )
[f] AlTakeTurn(int n[0][array_size])
[f] main( )

Crystal REVS

Eval Version