

```
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 AITakeTurn( int n[ 0 ][ array_size ] )  
f main( )
```