UML Diagram

Main

+grid : char [][]
+L : int
+lines : string

BattleShipSearch

+carriers : string
+carrierE : string
+submarine_s : string
+submarinee : string
+numberof Searches : int
+sp : string
+i : int
+estart : boolean
+sstart : boolean
+x : int
+y : int
+innSearch : int
+r : int
+found : boolean

+horizontal Sweep Strategy (Line: string : char [][])
+Random Search Strategy (Line: string : char [][])
+Strategic Search (Line : string, grid : char [][])

Read Data

+grid : char [][]
+Line : string
+LL : int
+words : string
+carrier : int
+xy : string []
+submarine : int
+ans : string

+readAnd Place InGrid () : string []
+get DataLine By Line () : string()
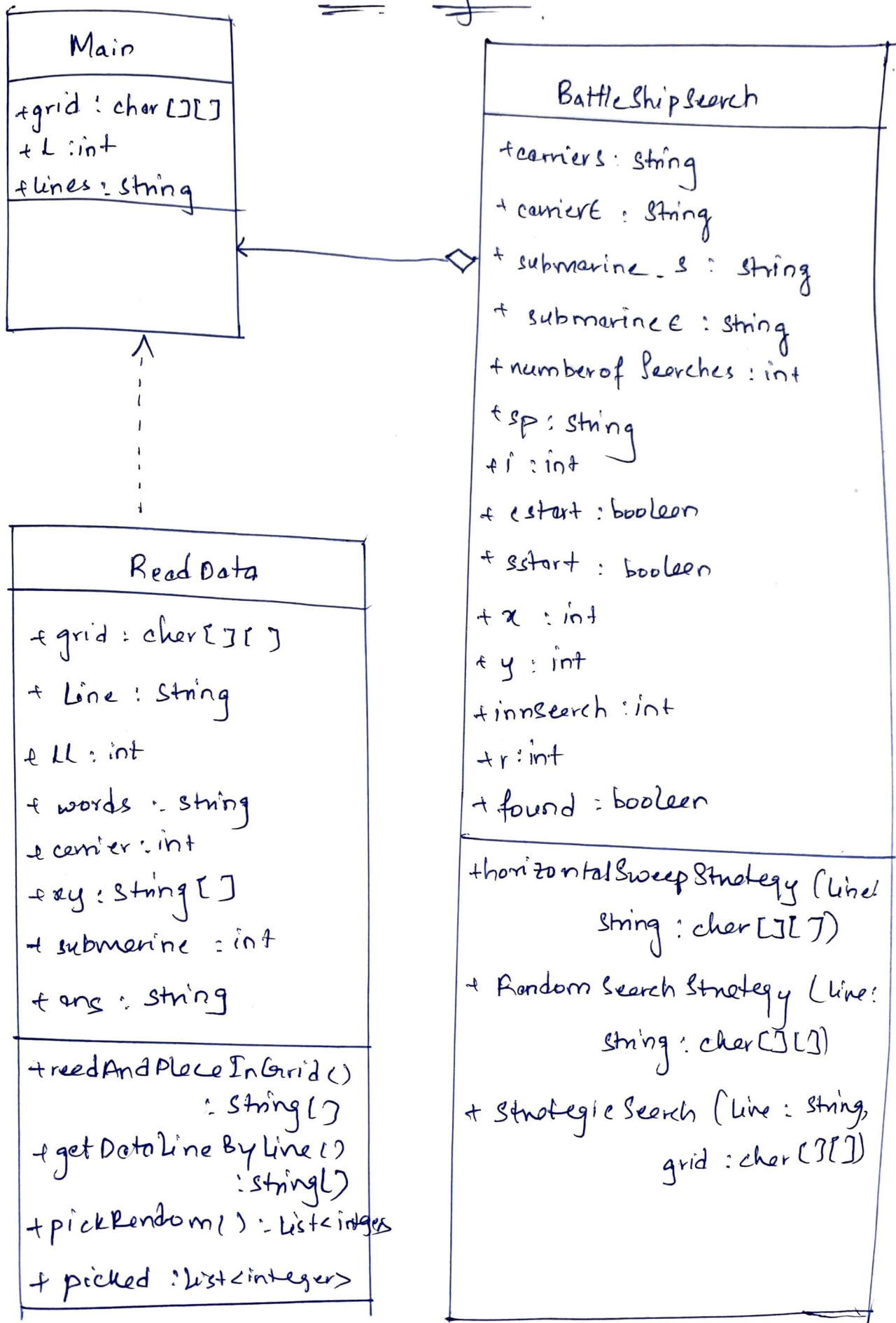+pickRandom() : List<integers>
+picked : List<integers>

Strategy Search:-

I have designed a Strategy Search for this searching. I have searched only the rows whose input is equal to the row that is being searched. If the input and the element in the row doesn't match then I will not search that row. By this, it is more efficient than random search and the horizontal search. So that I have designed my search strategy, in an effective way