

```
1  // JavaScript source code for battleship
2  var location1 = 3;
3  var location2 = 4;
4  var location3 = 5;
5  var guess;
6  var hits = 0;
7  var guesses = 0;
8  var isSunk = false;
9
10 while (isSunk == false) {
11     guess = prompt("Ready, aim, fire! (enter a number from 0 - 6) :");
12     if (guess < 0 || guess > 6) {
13         alert("Please enter a valid cell number!");
14     } else {
15         guesses = guesses + 1;
16
17         if (guess == location1 || guess == location2 || guess == location3) {
18             alert("HIT!");
19             hits = hits + 1;
20             if (hits == 3) {
21                 isSunk = true;
22                 alert("You sank my battleship!");
23             }
24         } else {
25             alert("MISS");
26         }
27     }
28 }
29
30 var stats = "You took " + guesses + " guesses to sink the battleship, " +
31     "which means your shooting accuracy was " + (3 / guesses);
32 alert(stats);
33
```