MApSea Battle ship Ship Cell + lenght:int = 2-5+ map sea:MapSea = MapSea(10) size :int + status:Action = HIDE - life:int = lenght +map sea2:MapSea = MapSea(10) + map cell:list(list(Cell)) + cell with chip:Ship = NOTHING -couler:bool = False +nb ship rest +nb ship rest2 + list ship:list(Ship) = +is couler():Bool +list ship2 + Change view():Enum(Action) + reset ship():None + init(int,int): +nb ship rest:int: 5 +add ship(Ship):None + touche(): Action + peut placer(ship,pos,dir) +player1: +is ship couler():Bool + see cell(int,int):Enum(Action) +player2 + is ship():Bool +place_ship(Ship):None +is hide():Bool +is hide cell(int,int):Bool + init ():Instance +reset cell(): +reset map():None +party init():None +party init2():None +is finish(): Bool + generate grille(Ship):None IΑ +find player(player):class IA| User User +play nb game(player, int) + pile coup:Pile(Tuple) = [] + play_one_game(player,affiche): + grille:MapSea = MapSea(10) - coup jouer:list((int,int)): [] play one versus(Player, Player): + coup_joueur:list = [] +track:bool:False +play_versus_nb_party(Player, Player, int): table coor:dict(str:int) +size map:int dir list(int) +grille:MapSea = MapSea(10) +print map cache() +origine point = () HORI = 0choice coup():tuple(int, int) +print map not cache() VERTI = 1 + play one tour():Action choice coup: abstract play one tour:abstract search coup hori((int,int),int):(int,int) search coup verti((int,int),int):(int,int) Action next coup(int, int):(int,int) croix hunt(int, int):list(tuple(int,int)) + HIDE:Enum = 0is all point is couler():bool + NOTHING = 1 + TOUCHE:eEnum = 2 0..* + COULER:Enum = 3 **♥**0..* IaDumb **IaHunter IaHunterUltime** Player + USER = 5 +coup possible:list = +coup possible:list = +coup possible:list = + DUMB = 6list(tuple(int,int)) list(tuple(int,int)) list(tuple(int,int)) + HUNTER = 7 +ULTIMATE = 8 choice coup():tuple(int, int) + choice coup():returnType +choice coup():returnType coup adjacent(int, int):list(list(int)) play one tour():Action coup adjacent(int, int):list(list(int)) + play one tour() +play one tour()