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//battleship main
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//12/17/2017

#include "battleship.h"
#include <iostream>

using std::cout; using std::cin; using std::endl;

int main() {

    srand(time(nullptr));

    //field grid is initialized
    int field[fieldSize][fieldSize];
    initialize(field);

    //enemy is formed and deployed
    Fleet enemy;
    enemy.deployFleet();

    //asks player if they want to see ship locations
    cout << "Welcome to battleship!" << endl
         << "Would you like to see the status/location of the enemy fleet while you
play?(y/n) ";
    char answer;
    cin >> answer;

    //shows ship locations based on player response
    if (answer == 'y')
        enemy.showShips(field);

    //shows player field grid
    cout << "Here is your battlefield! O=miss, X=hit";
    if (answer == 'y')
        cout << ", S=ship";
    cout << endl;
    printField(field);

    //initiates turn counter
    int numTurns = 0;

    //game is ran while ships are all up
    while (enemy.operational()) {

        numTurns += 1;
        cout << numTurns << ".";

        //player fires a shot at playerShot
        Location playerShot;
        cout << "Enter the coordinates of your shot(eg a1): ";
        playerShot.fire();

        //ship sinks if hit
        if (enemy.isHitNSink(playerShot, field))
            cout << "Hit!" << endl;
        else
            cout << "Miss!" << endl;
    }
}

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        printField(field); //prints field
    }

    cout << endl << "You Win!" << endl;

    if (answer == 'n')
        if (bestScore(numTurns))
            getScore(numTurns);
    if (answer == 'y')
        cout << "Your score is not a best score!(you saw the ship locations)" <<
endl;

    printScore();

}
```