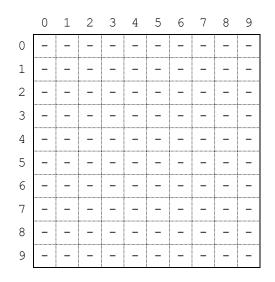


Assignment 8: Battleship Decomposition – Solutions

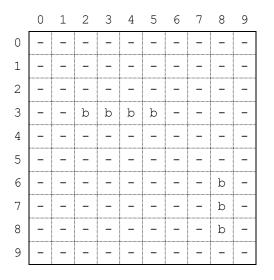
In this assignment you will write a Board class for a battleship game program.

You can use these grids to represent the squares array as successive calls to the methods addShip and shoot are made (you can shade squares containing '-' to save time).

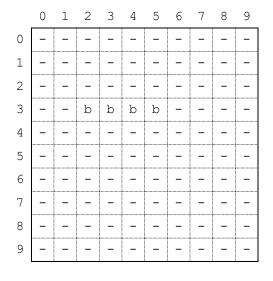
1. Value of squares after constructor called



3. After call addShip(6, 8, 3, false)



2. After call addShip(3, 2, 4, true)



4. After call addShip(6, 1, 5, true)

	0	1	2	3	4	5	6	7	8	9
0	-	-	-	-	-	-	-	-	-	-
1	-	-	-	-	-	-	-	-	-	-
2	_	-	-	-	-	-	-	-	_	_
3	_	-	b	b	b	b	-	-	-	_
4	_	-	-	-	-	-	-	-	_	_
5	_	-	-	-	-	-	-	-	_	_
6	_	b	b	b	b	b	_	-	b	_
7	_	-	-	-	_	-	-	-	b	_
8	-	-	-	-	-	-	-	-	b	_
9	_	-	-	-	-	-	-	-	-	_

edhesive

5. After call shoot (0, 7)

	0	1	2	3	4	5	6	7	8	9
0	1	-	-	-	-	-	-	m	-	_
1	-	_	-	-	_	-	-	-	-	_
2	-	-	-	-	-	-	-	-	-	_
3	-	_	b	b		b	-	-	-	_
4	-	-	-	-	-	-	-	-	-	_
5	-	-	-	-	-	-	-	-	-	_
6	-	b	b	b	b	b	-	-	b	_
7	-	-	-	_	-	-	-	_	b	_
8	-	-	-	-	-	-	-	-	b	_
9	_	-	-	_	-	-	-	-	-	_

7. After call shoot (3, 4)

	0	1	2	3	4	5	6	7	8	9
0	-	-	-	-	-	-	-	m	-	-
1	_	_	_	-	_	-	-	_	-	_
2	-	-	-	-	-	-	-	-	-	-
3	-	-	b	b	Х	b	-	-	-	_
4	_	_	_	-	_	_	_	_	_	_
5	-	-	_	-	-	-	-	-	-	_
6	_	b	b	_		b	-	-	b	_
7	_	_	_	-	_	-	-	_	b	_
8	-	-	-	-	-	-	-	-	b	_
9	-	-	-	-	-	-	-	-	-	-

6. After call shoot (3, 4)

	0	1	2	3	4	5	6	7	8	9
0	-	-	-	-	-	-	-	m	-	-
1	-	_	-	-	_	-	-	-	_	-
2	-	-	-	-	-	-	-	-	-	-
3	-	-	b	b	Х	b	-	-	-	-
4	-	-	-	-	-	-	-	_	-	-
5	-	-	-	-	-	-	-	-	-	-
6	-	b	b	b	b	b	-	-	b	-
7	-	_	-	-	_	-	-	-	b	-
8	-	-	-	-	-	-	-	-	b	-
9	-	-	-	-	-	-	-	-	-	-

8. After call shoot (6, 8)

	0	1	2	3	4	5	6	7	8	9
0	-	-	-	-	-	-	-	m	-	-
1	-	-	-	-	-	-	-	-	-	_
2	-	-	-	-	-	-	-	-	-	_
3	-	-	b	b	Х	b	-	-	_	_
4	_	_	-	-	_	-	_	_	_	_
5	-	-	_	-	-	-	-	-	_	_
6	-	b	b	b	b	b	-	-	Х	-
7	-	-	-	-	-	-	-	-	b	_
8	-	-	-	-	-	-	-	-	b	_
9	-	-	-	-	-	-	-	-	-	_