



## **Battleship** + location: ArrayList<Point> - shipName: String - health: int - ct: CaptainsQuarters <<overi + Battleship() + isShipSunken(): Boolean + updateHealth(Point): void + input(int [][]): List<Point> Destroyer + location: ArrayList<Point>

- shipName: String
- health: int
- ct: CaptainsQuarters
- + Destroyer()
- + isShipSunken(): Boolean + updateHealth(Point): void <<override>> & Us + input(int [][]): List<Point>

## **LShip**

<<override>> &

- + location: ArrayList<Point>
  shipName: String
- health: int
- ct: CaptainsQuarters
- + LShip()
- + Lorright + isShipSunken(): Boolean + updateHealth(Point): void + input(int [][]): List<Point>



