

Par exemple:

Entrée	Résultat
30,40,3,15,5,30,1,1 John,Jack 4,15,2,Horizontal 3,25,20,Vertical 4,15,10,Vertical 3,2,30,Horizontal	Boards are 30 x 40, there are 3 missiles per slot, the Radar have a search Radius of 15, Submarines have a speed of 5 and the Torpedos a speed of 30 Player 1 : John – has 2 Sea Vessel setup as follow * WarBoat has 4 life points, and is positionned coordinates (15, 2)in HORIZONTAL and it still has its Radar * Submarine has 3 life points, and is positionned coordinates (25, 20)in VERTICAL and it still has its Torpido Player 2 : Jack – has 2 Sea Vessel setup as follow * WarBoat has 4 life points, and is positionned coordinates (15, 10)in VERTICAL and it still has its Radar * Submarine has 3 life points, and is positionned coordinates (2, 30)in HORIZONT

```
import java.util.ArrayList;
```

```
import java.util.Scanner;
```

```
public class Main {
```

```
    private static Scanner s_Scanner = new Scanner(System.in);
```

```
    public static void main(String[] args) {
```

```
        Game game = new Game();
```

```
        game.initGame();
```

```
        game.displayGameInfo();
```

```
    }
```

```
    public static String[] getScannerInfo(){
```

```
        var infos = Main.s_Scanner.nextLine();
```

```
        var infosArray = infos.split(",");
```

```
        return infosArray;
```

```
    }
```

```
}
```

Par exemple:

Entrée	Résultat
30,40,3,15,5,30,1,1 John,Jack 4,15,2,Horizontal 3,25,20,Vertical 4,15,10,Vertical 3,2,30,Horizontal	List of detectable for player : John Submarine has 3 life points, and is positionned coordinates (25, 20)in VERTICAL and it still has its Torpido List of detectable for player : Jack Submarine has 3 life points, and is positionned

Entrée	Résultat
	coordinates (2, 30)in HORIZONTAL and it still has its Torpido

```
import java.util.ArrayList;
```

```
import java.util.Scanner;
```

```
public class Main {
```

```
    private static Scanner s_Scanner = new Scanner(System.in);
```

```
    public static void main(String[] args) {
```

```
        Game game = new Game();
```

```
        game.initGame();
```

```
        for (int i = 0; i < game.m_Players.length; i++) {
```

```
            System.out.println("List of detectable for player : " + game.m_Players[i].getName());
```

```
            for (var det: game.m_Players[i].getDetectables() ) {
```

```
                System.out.println(det);
```

```
            }
```

```
        }
```

```
    }
```

```
    public static String[] getScannerInfo(){
```

```
        var infos = Main.s_Scanner.nextLine();
```

```
        var infosArray = infos.split(",");
```

```
        return infosArray;
```

```
    }
```

```
}
```