

Battleship FlowChart

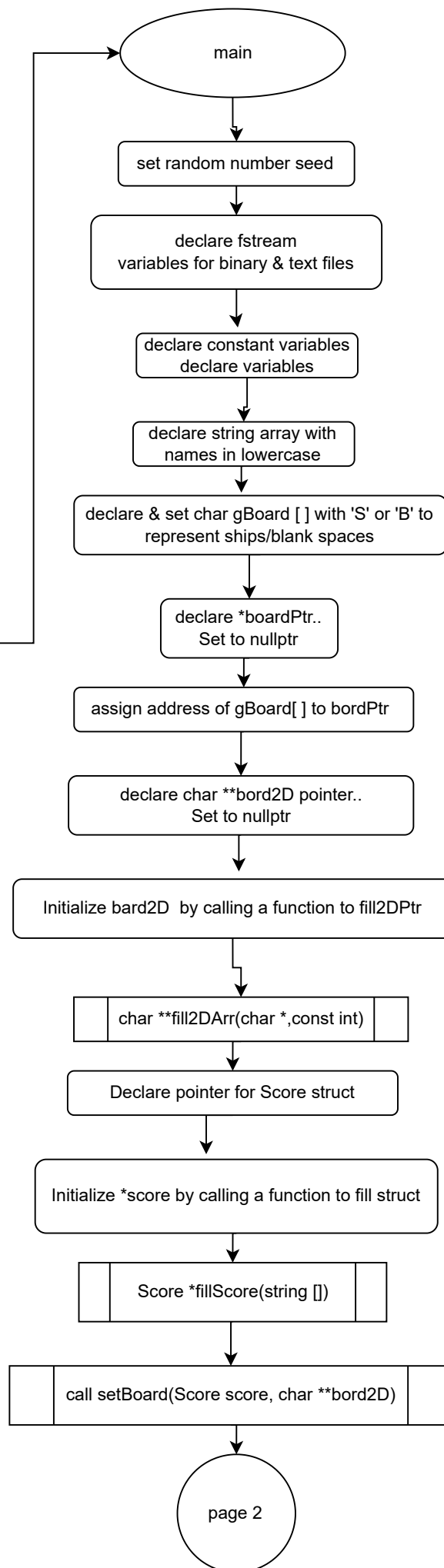
Danielle Fernandez
11/02/22 9:15 PM
Project 2 Battleship
Flowchart

Include all
System Libraries

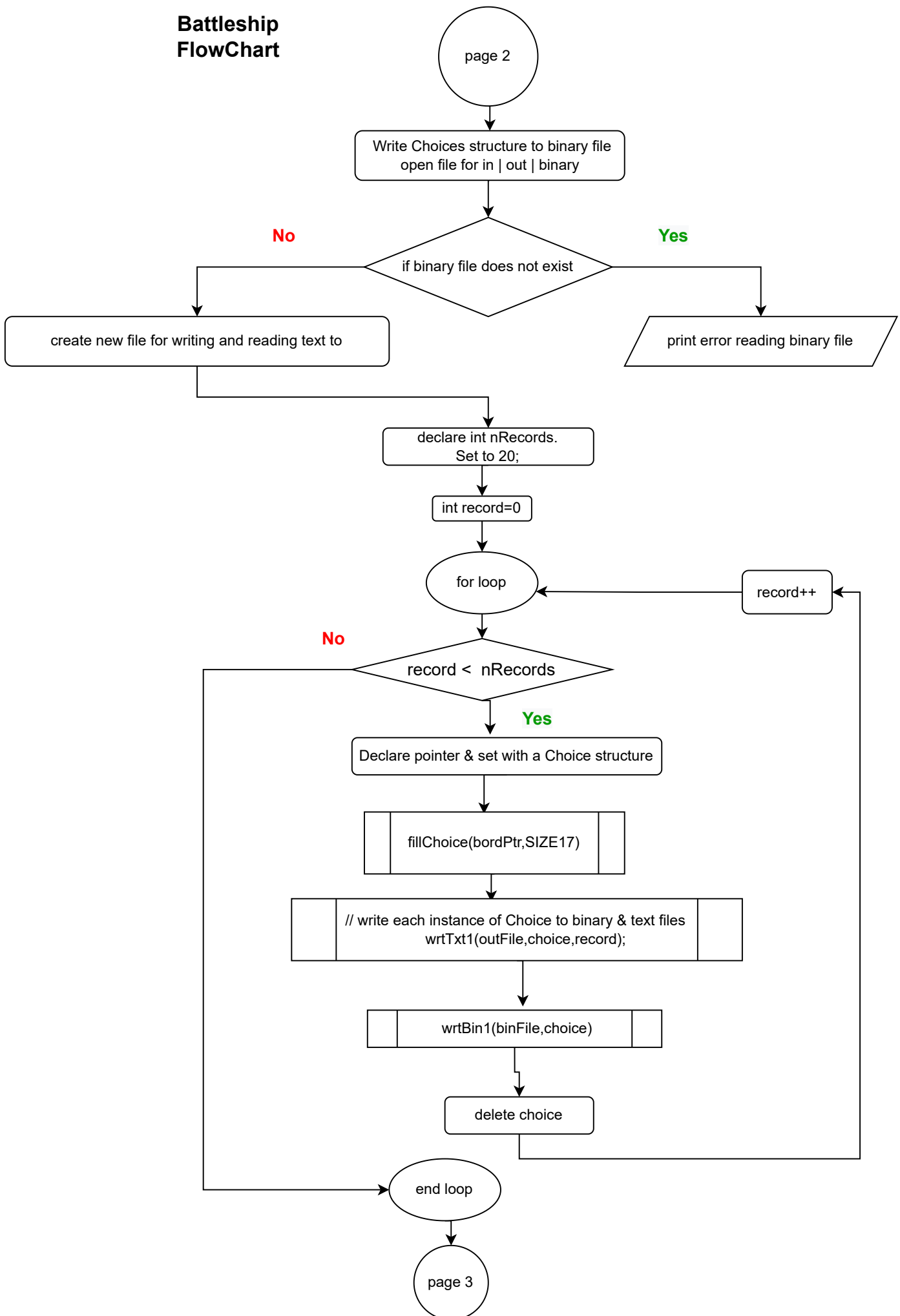
declare enum for 0-10

include user libraries
.h files for structures

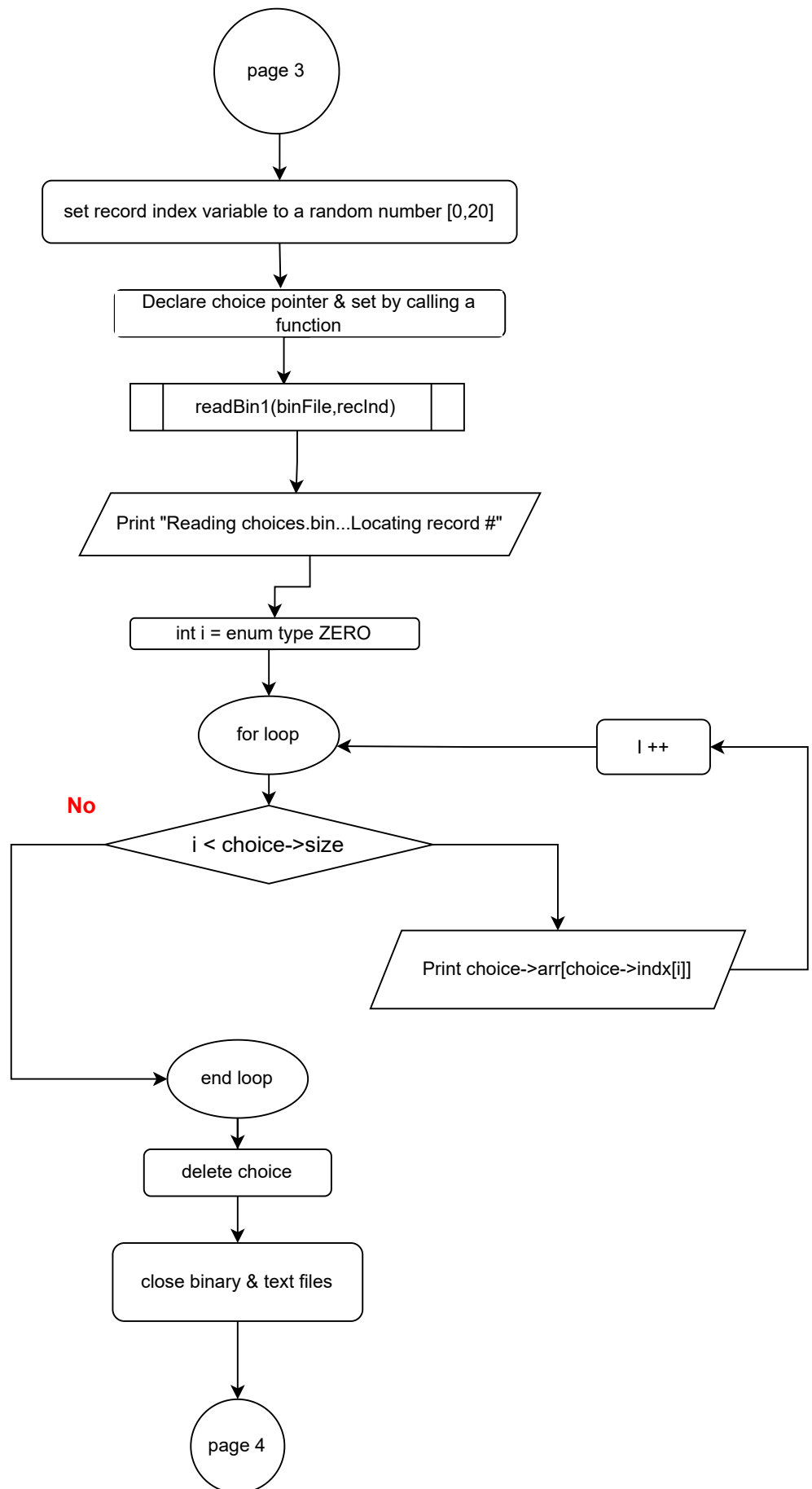
Declare all
Function Prototypes



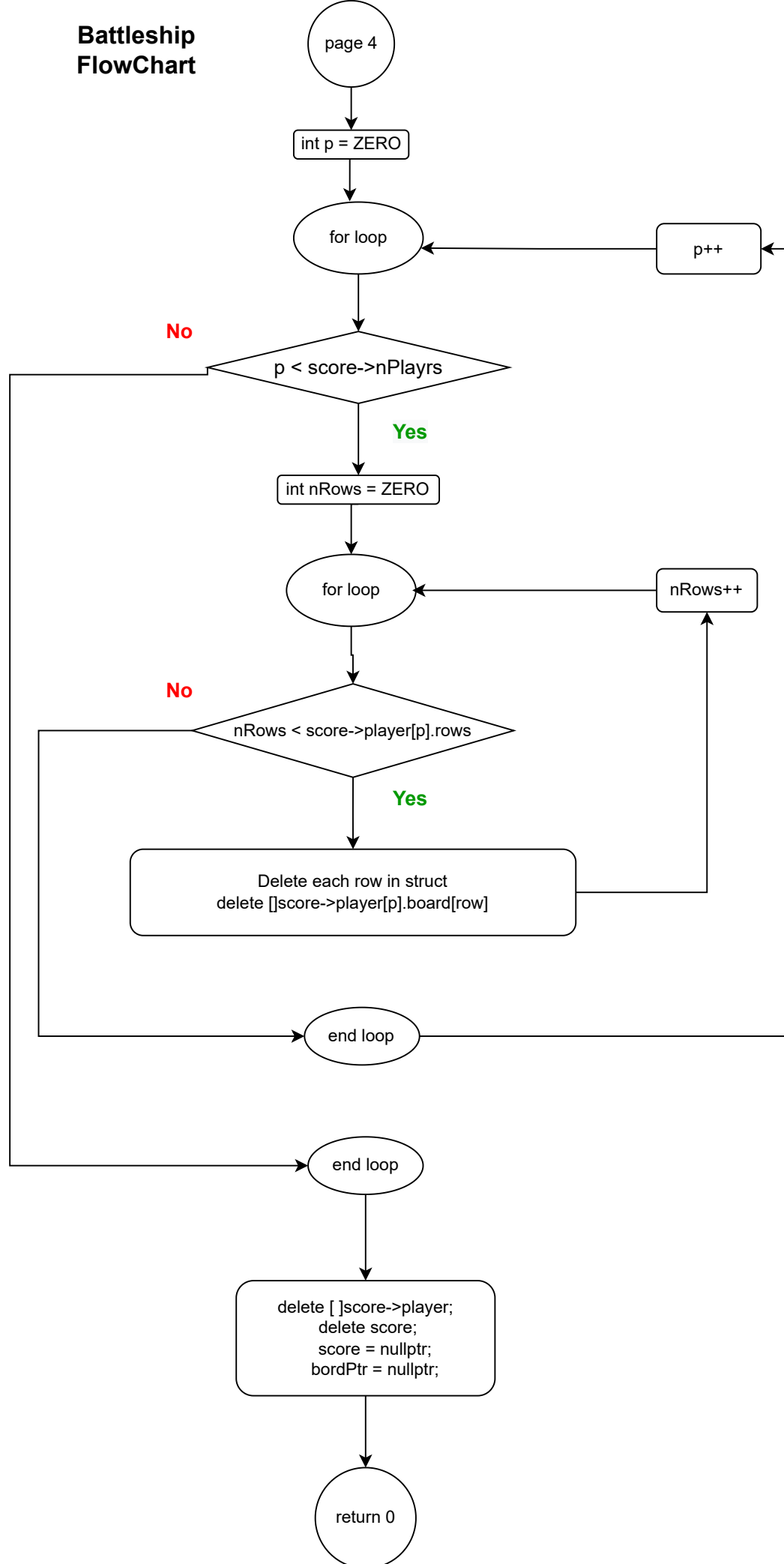
Battleship FlowChart



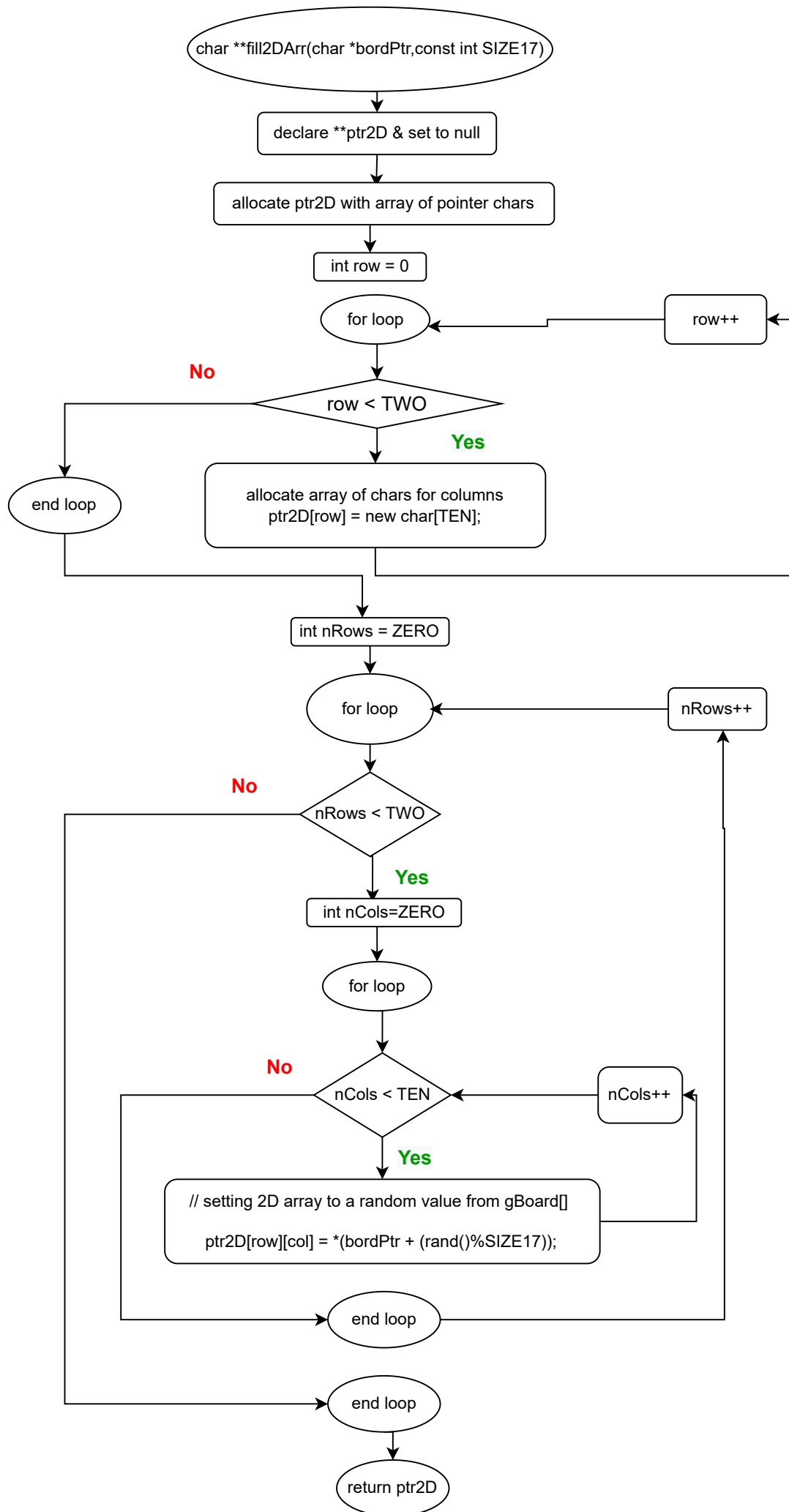
Battleship FlowChart



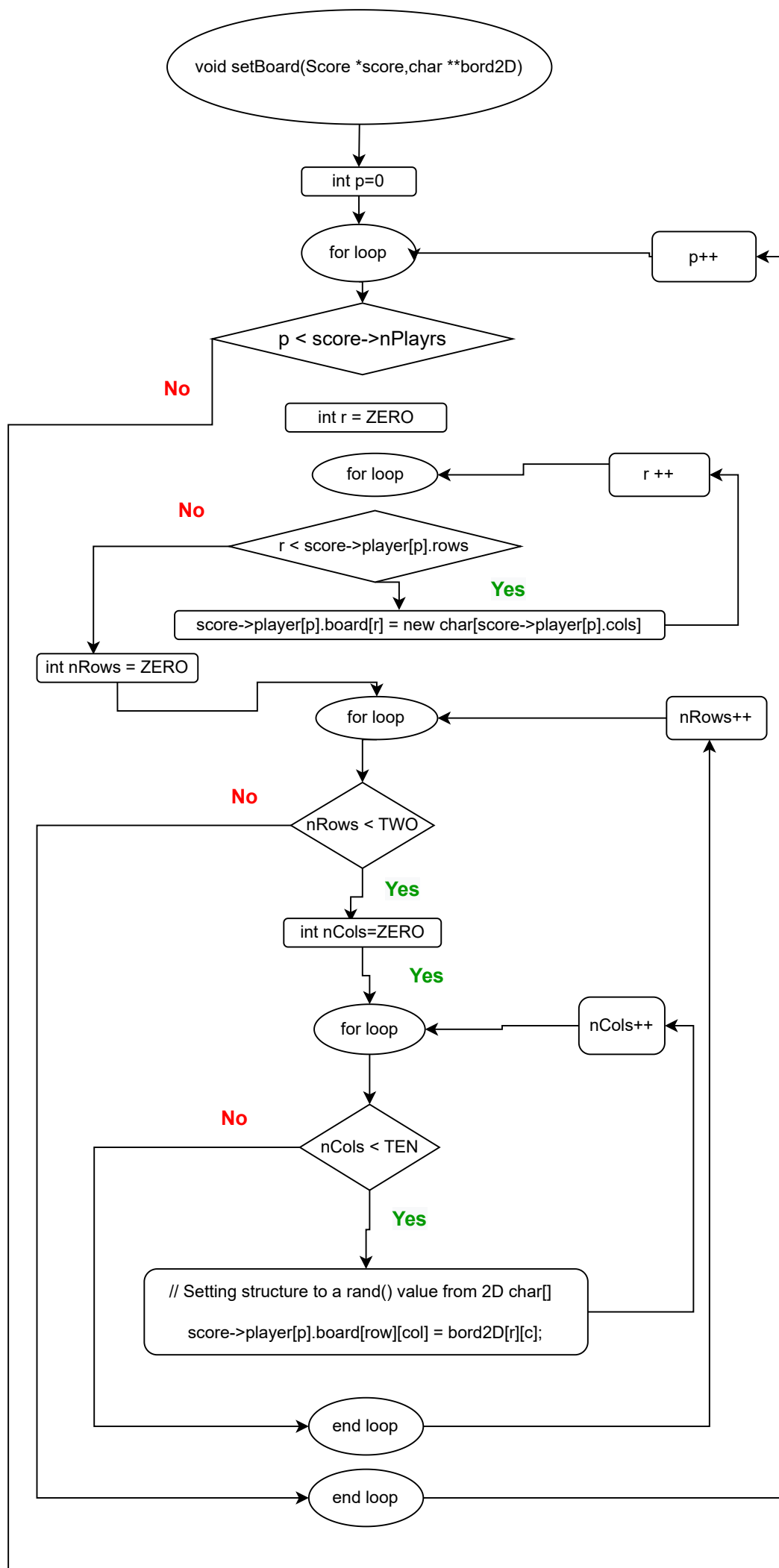
Battleship FlowChart

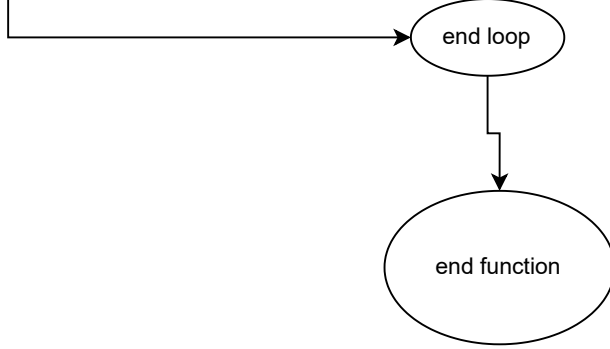


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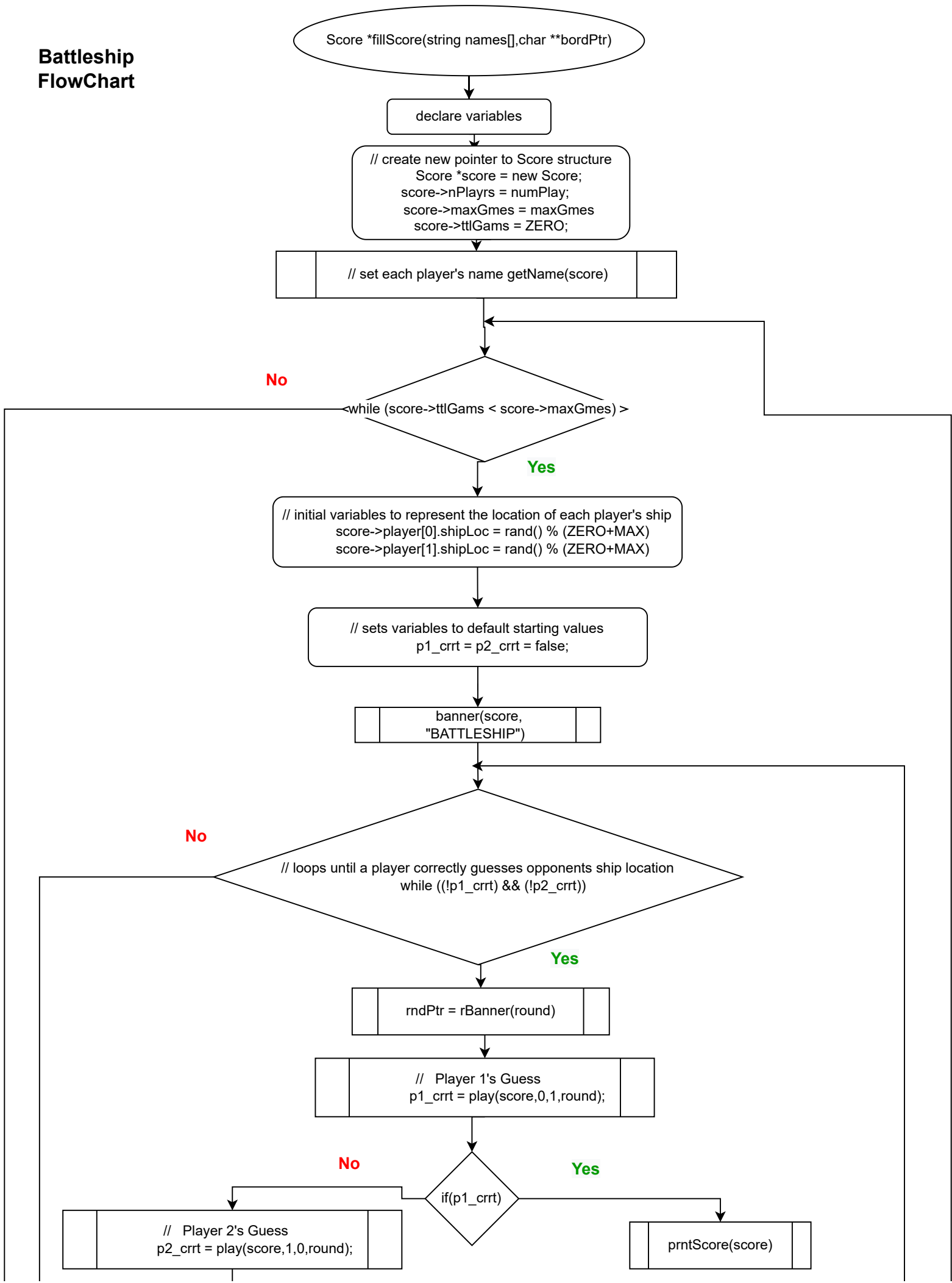


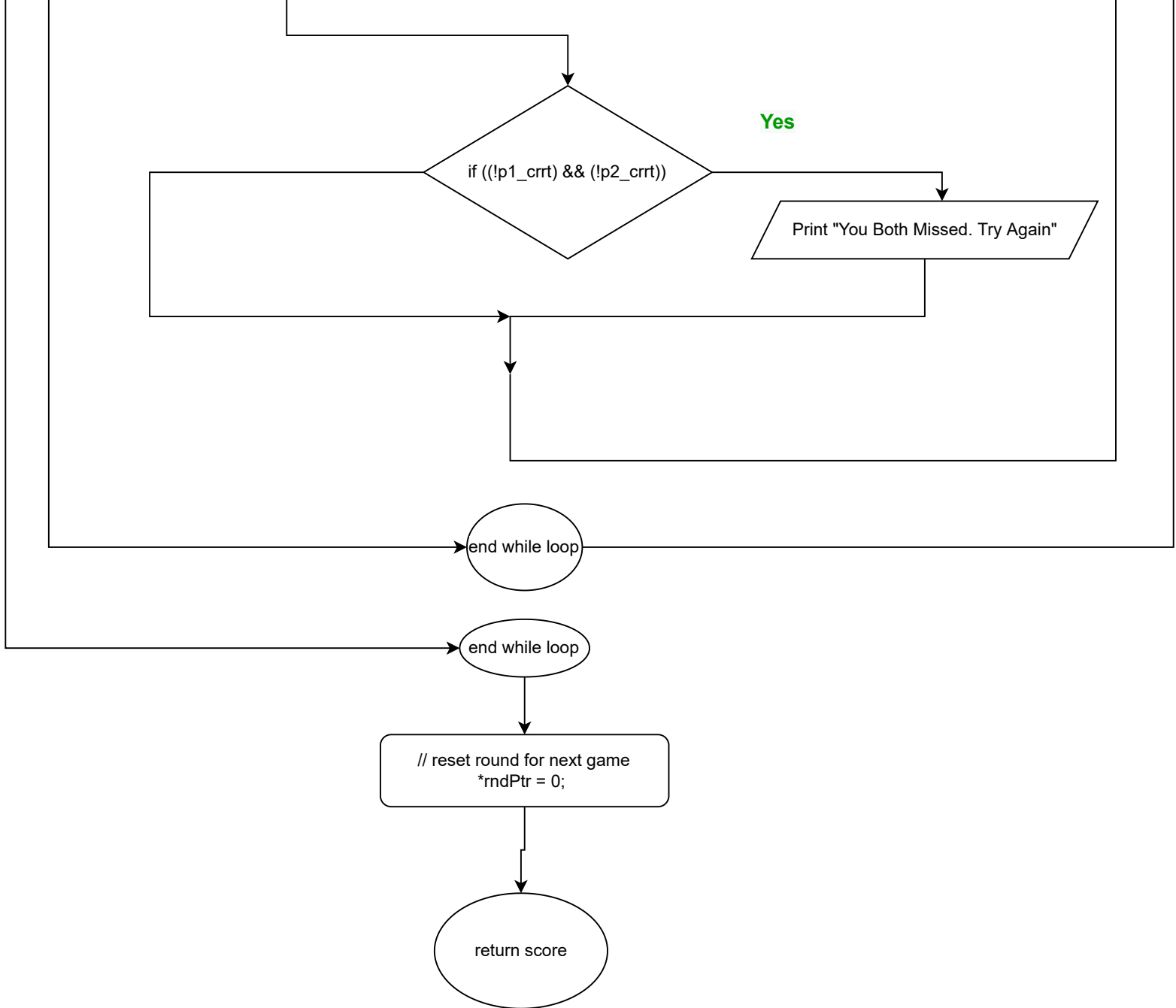
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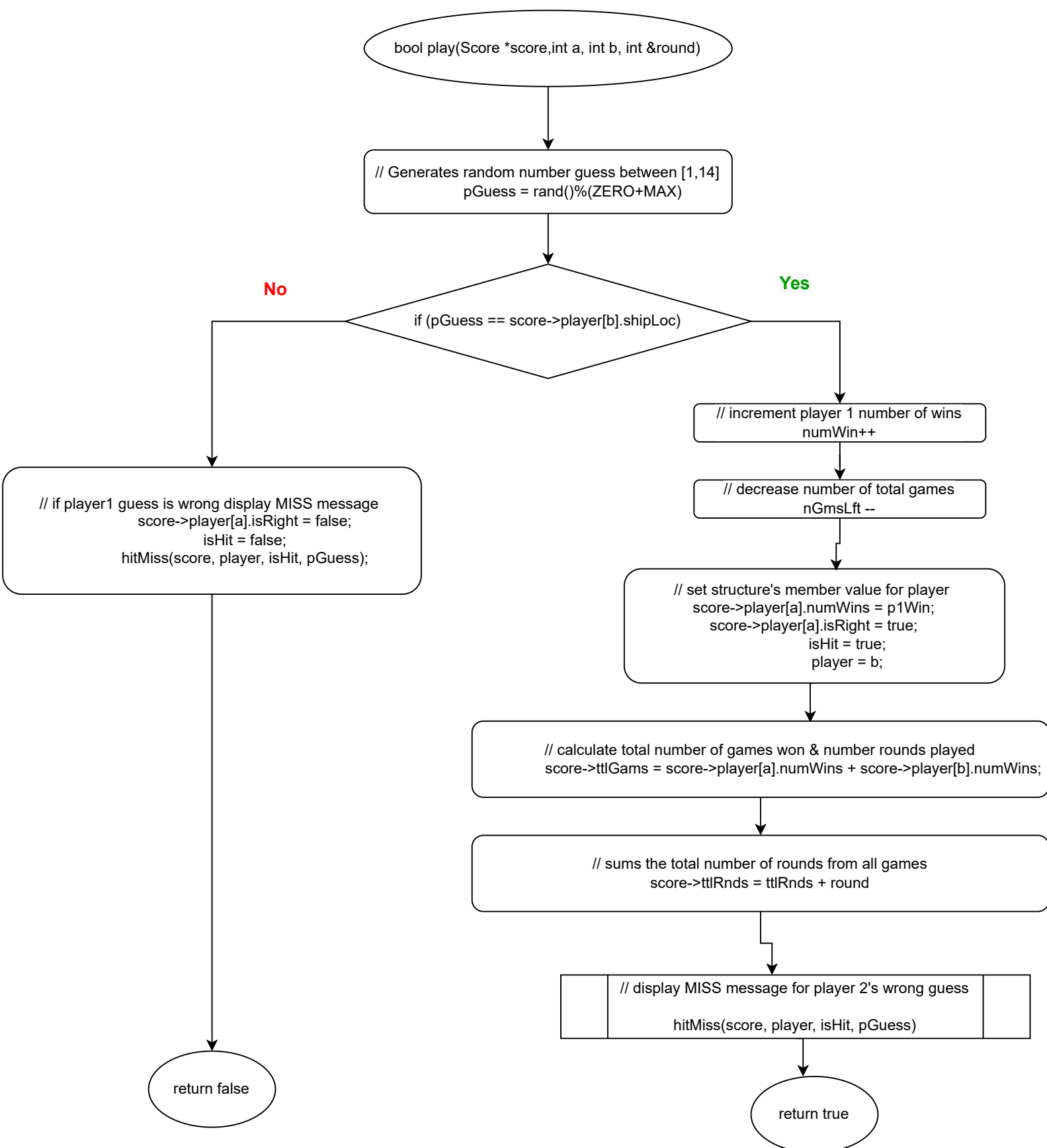


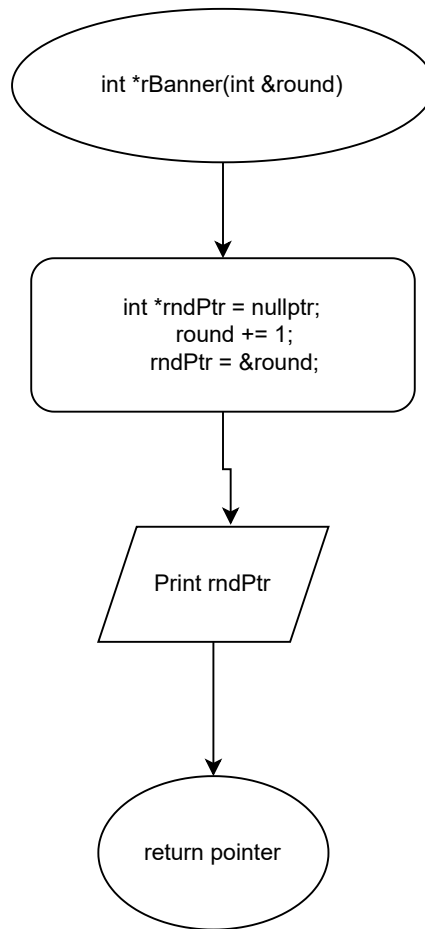


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```
void wrtBin1(fstream &binFile, Choices *choice)
```

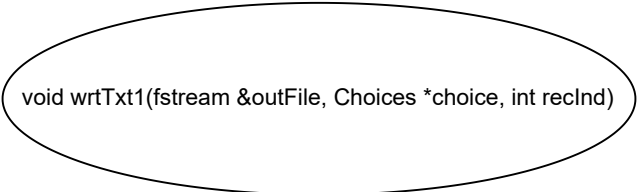
```
return to main()
```

```
// Declare & fill 1 instances of Choice structure  
Choices *fillChoice(char *bordPtr,const int SIZE17)
```

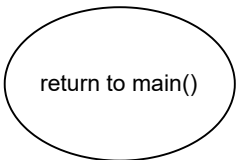
```
return choice pointer
```

Choices *readBin1(fstream &binFile,int recInd)

return choice pointer



```
void wrtTxt1(fstream &outFile, Choices *choice, int recInd)
```



```
return to main()
```