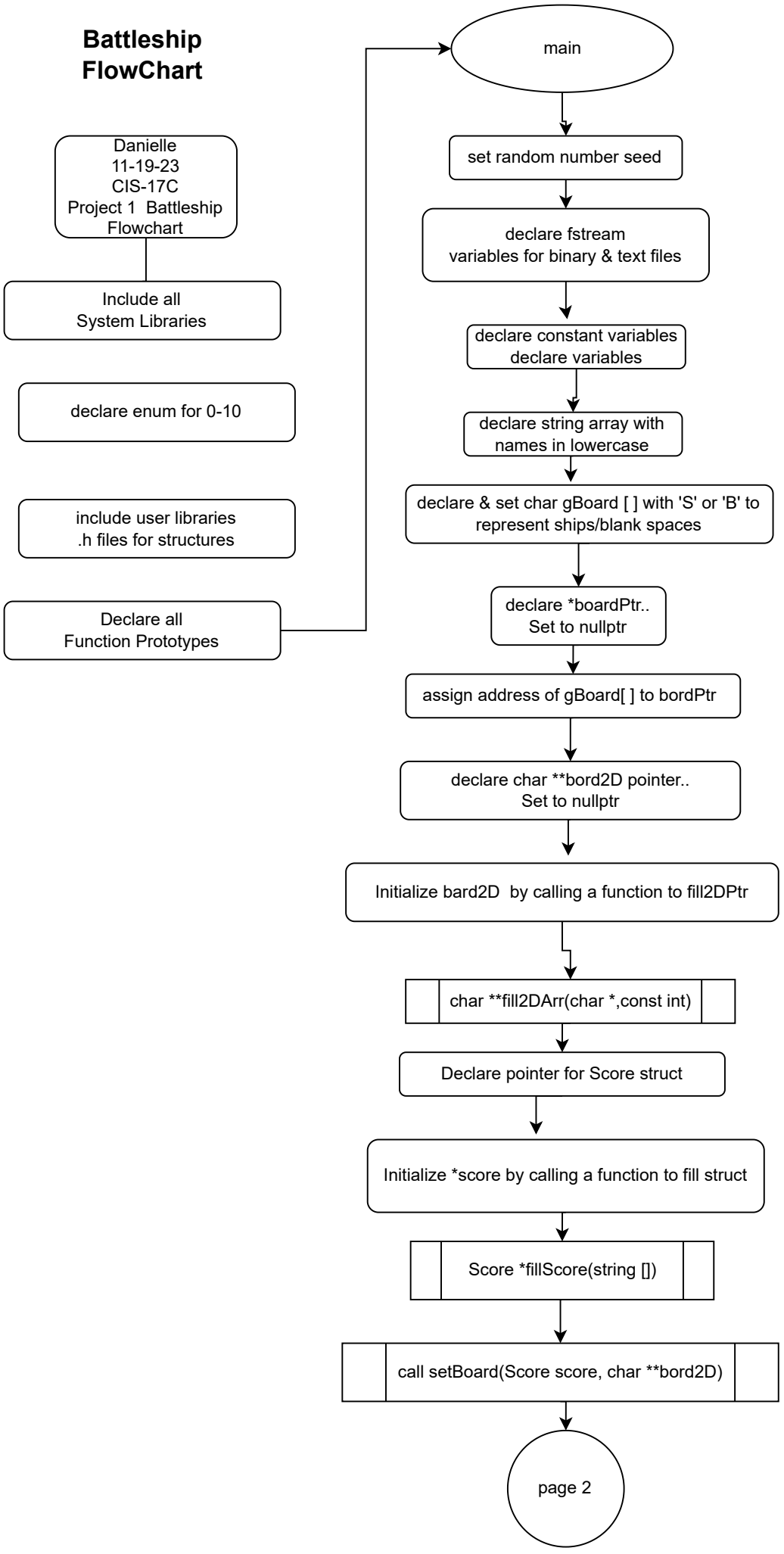
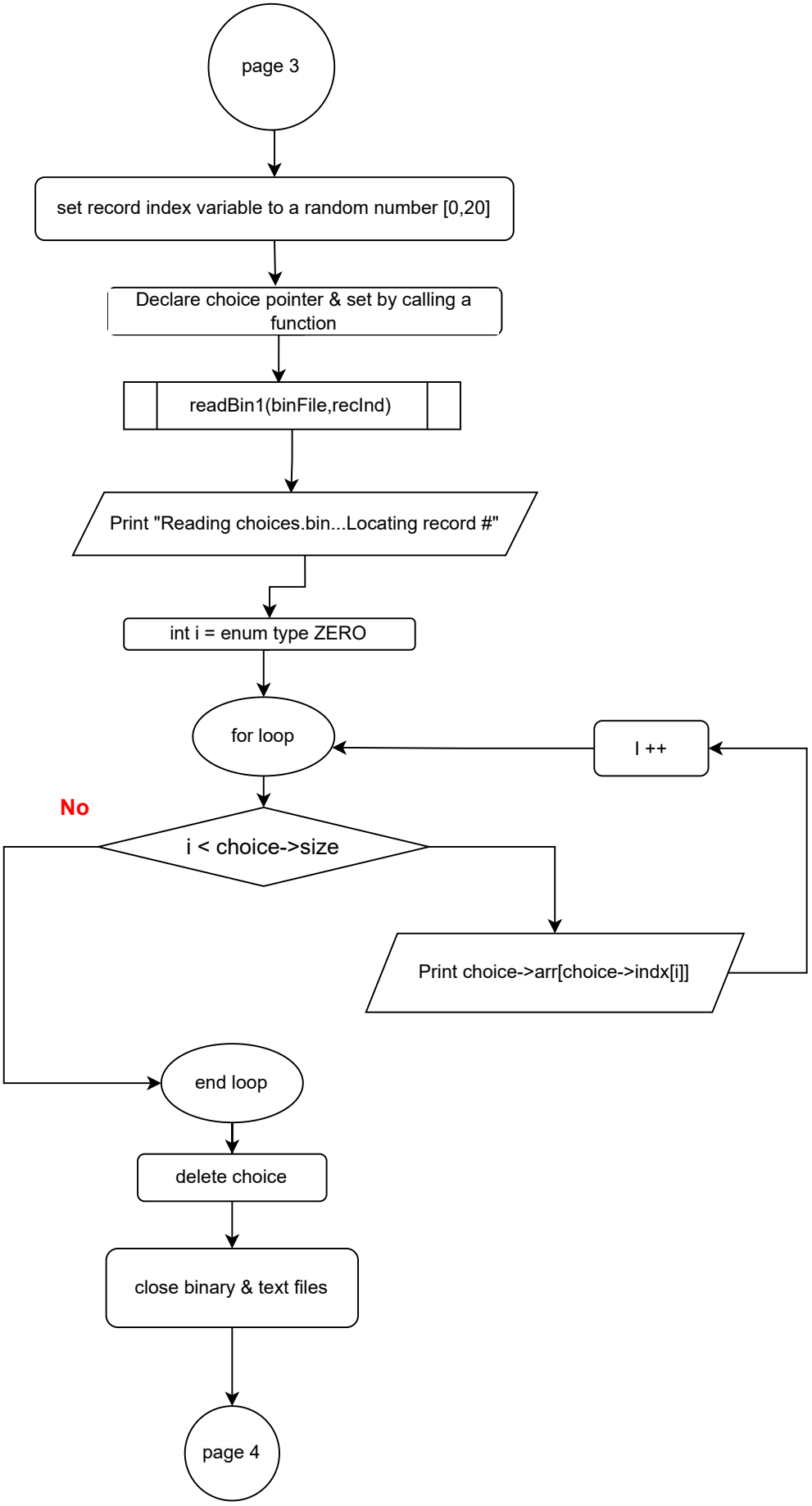
**Battleship**
**FlowChart**

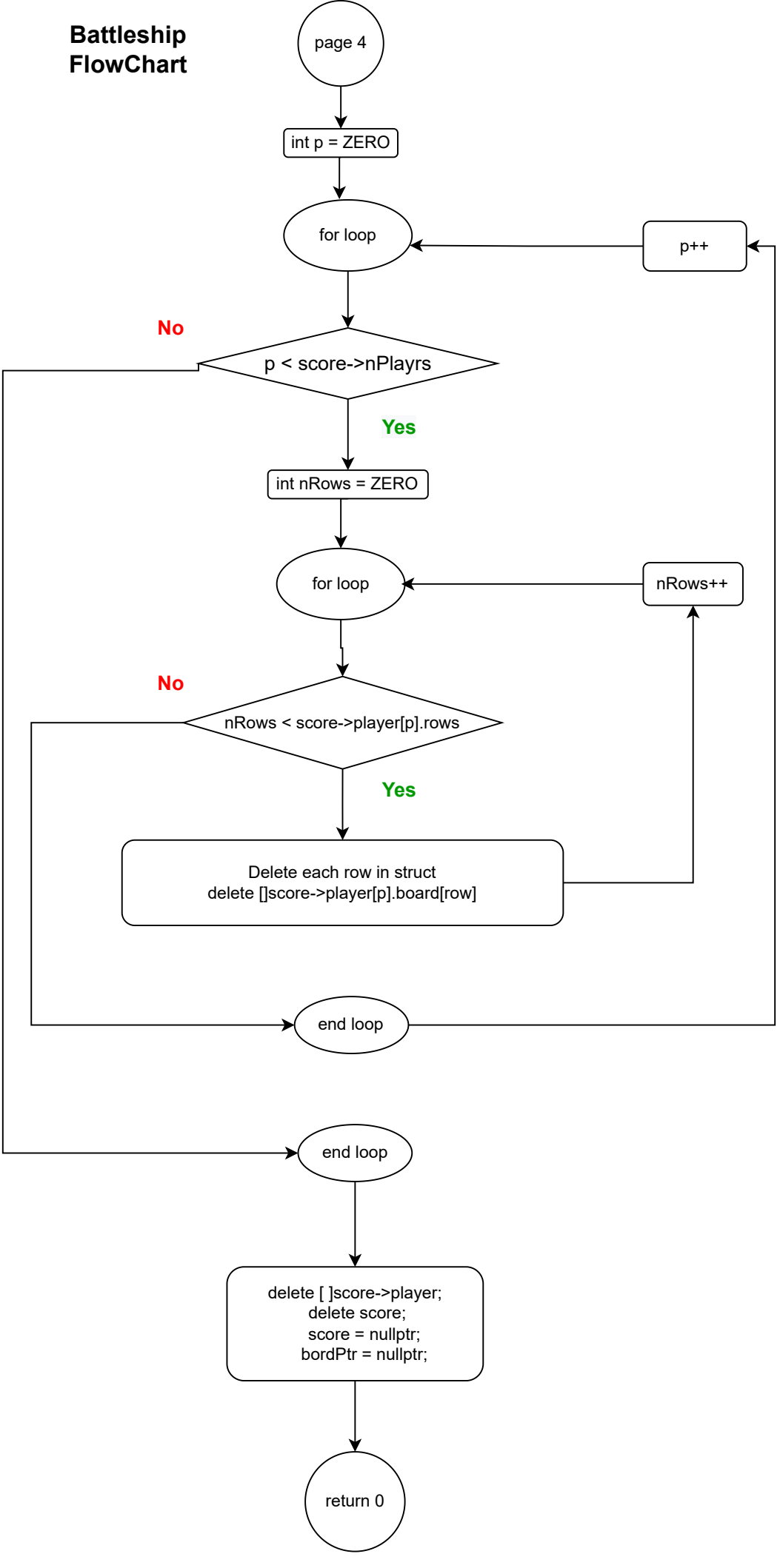


**Battleship FlowChart**

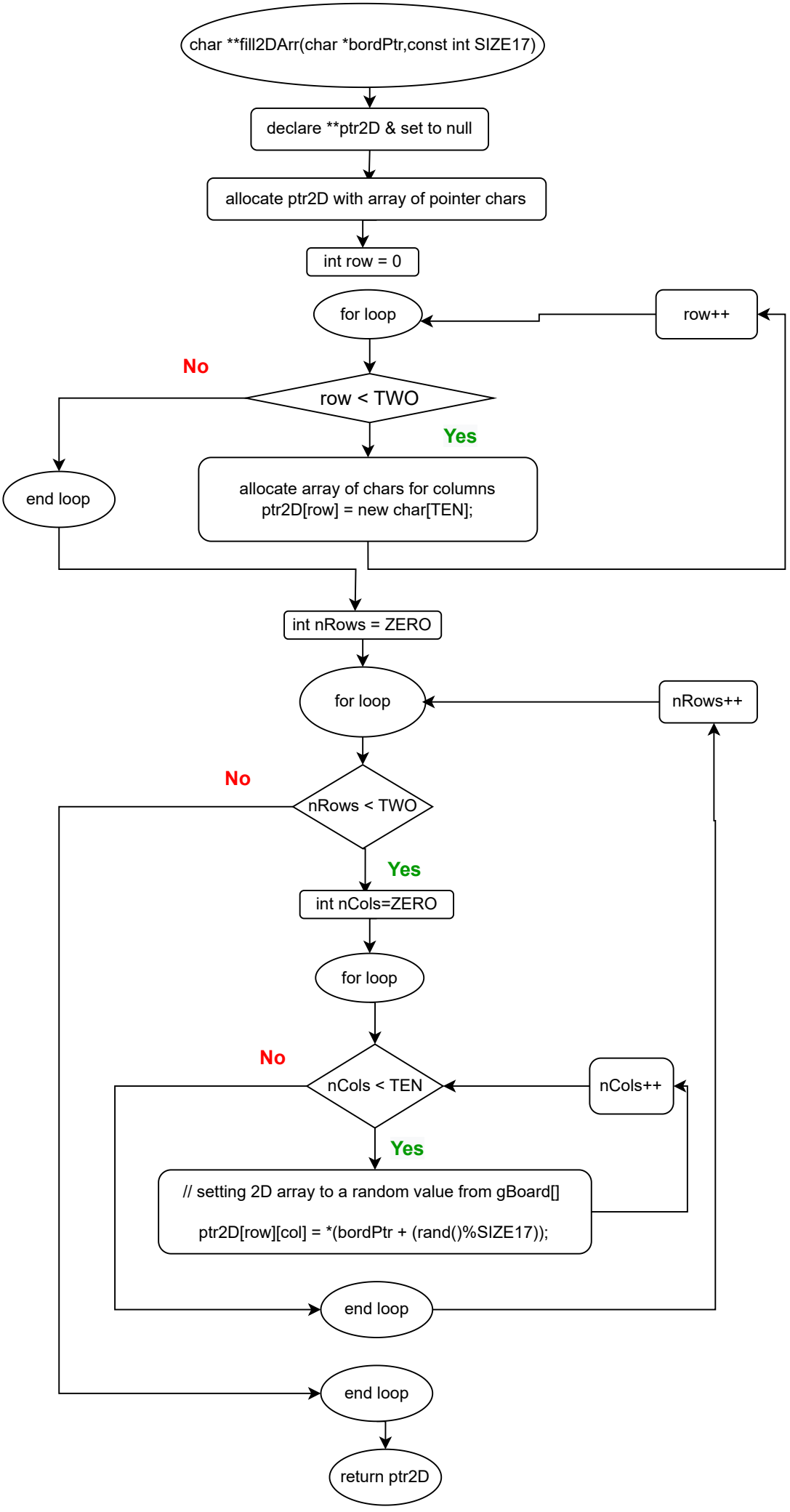
**Battleship FlowChart**



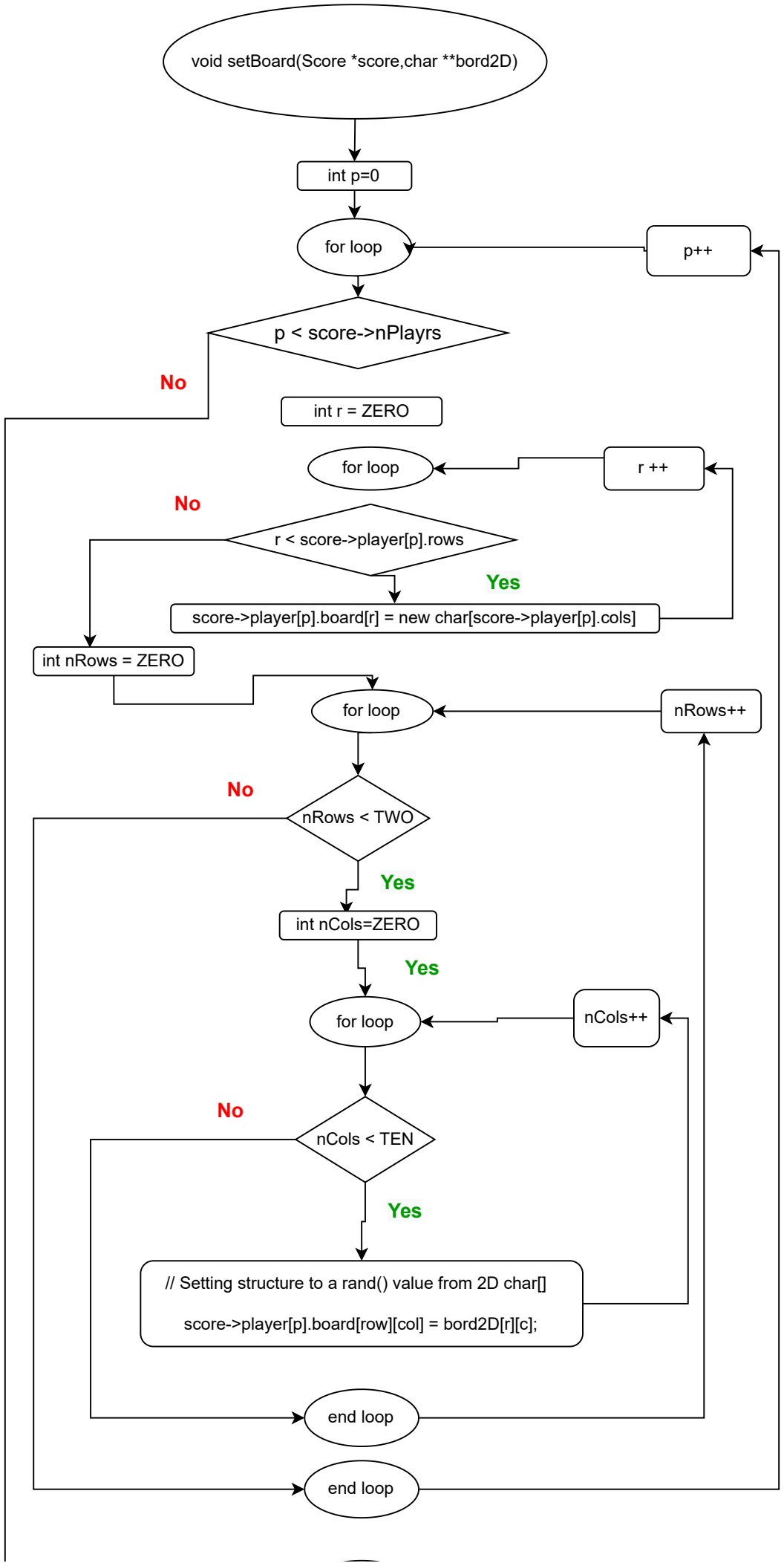
**Battleship FlowChart**

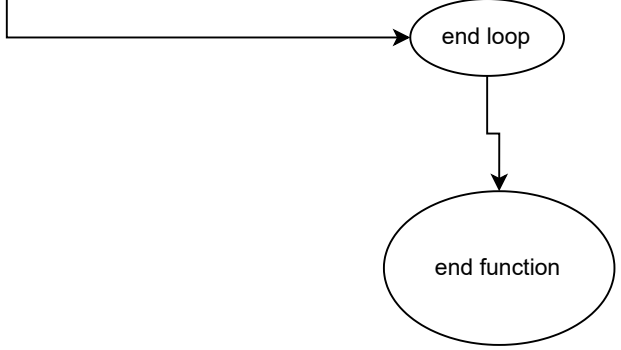


**Battleship**
**FlowChart**

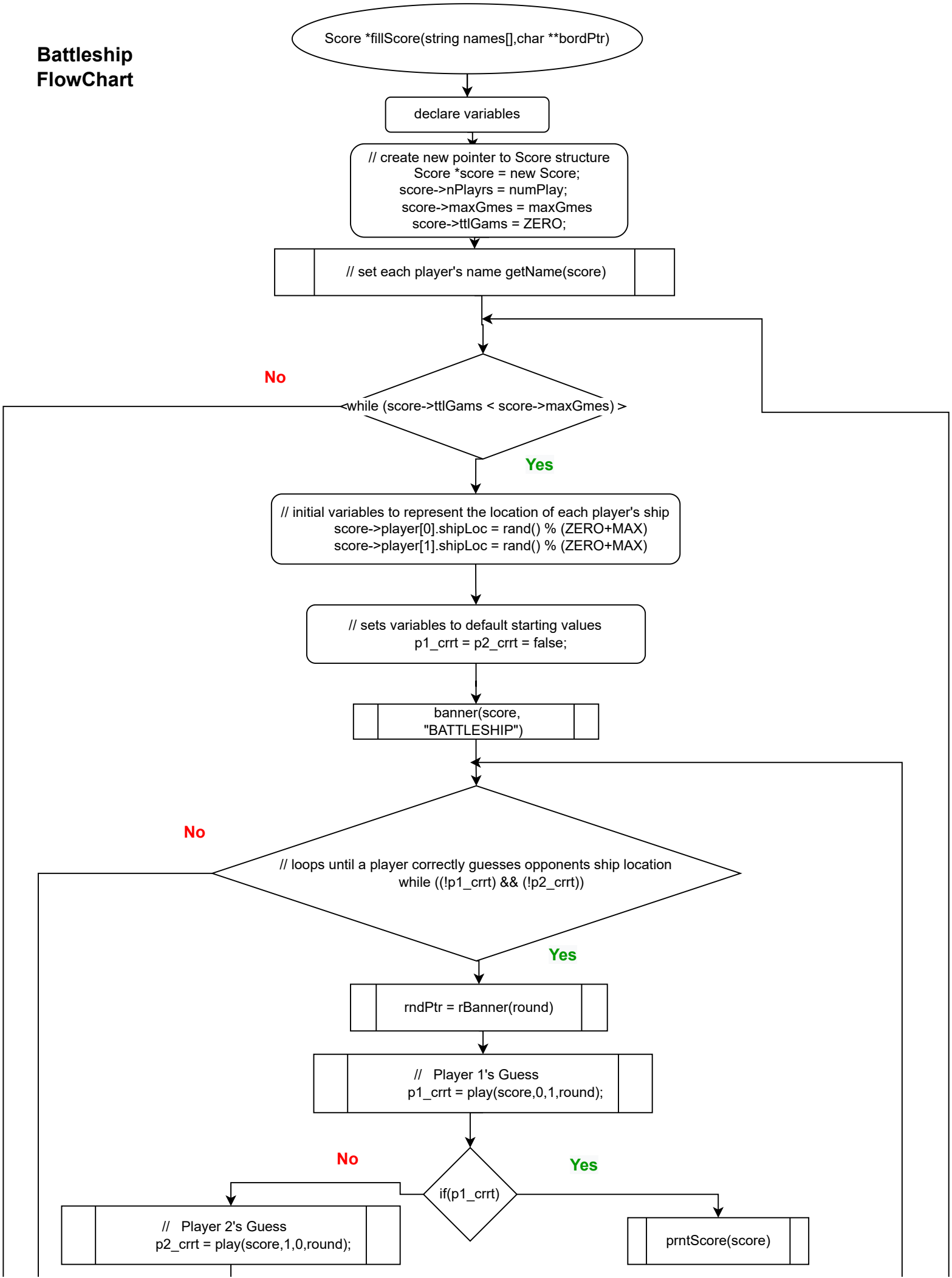


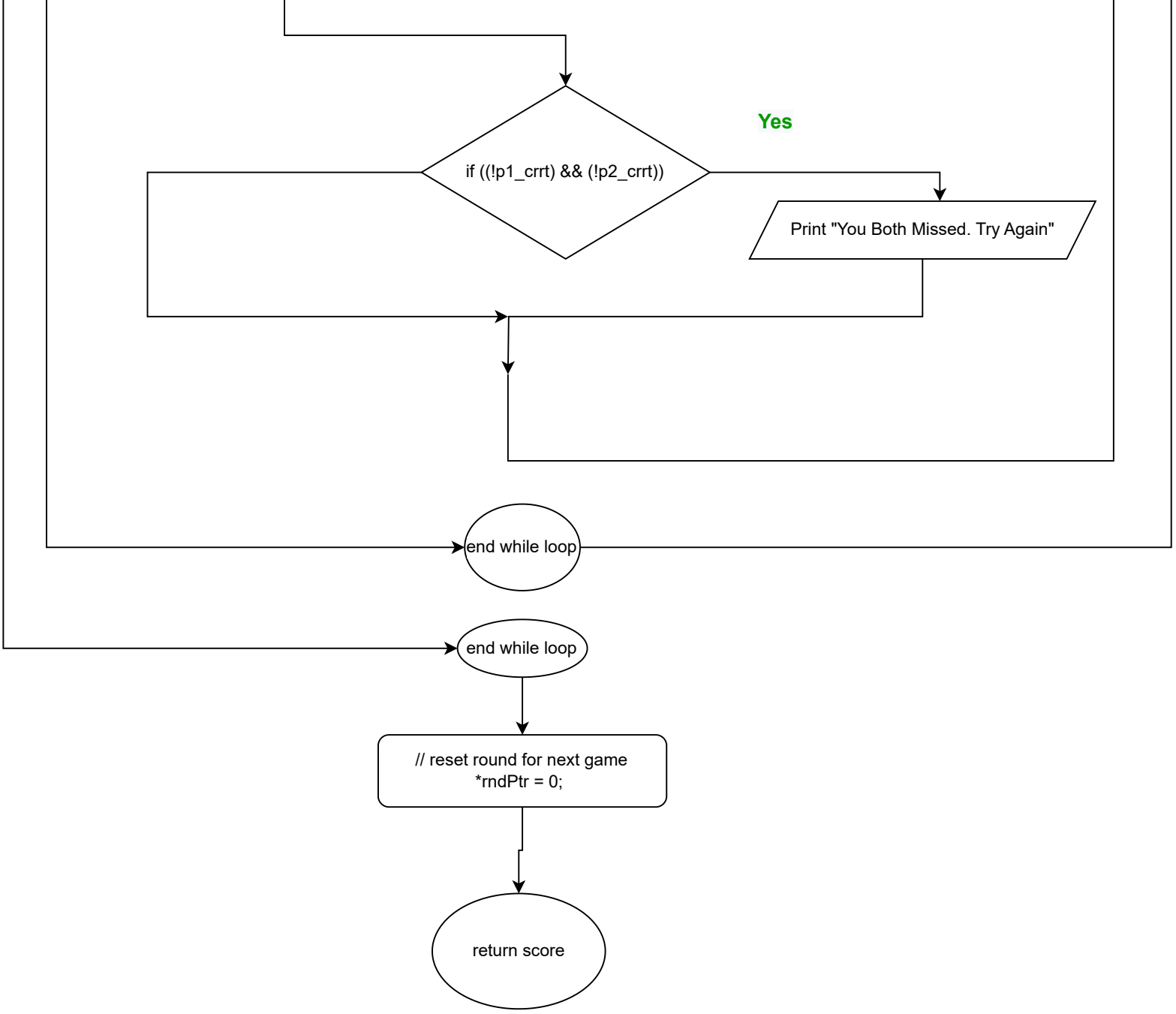
**Battleship**
**FlowChart**

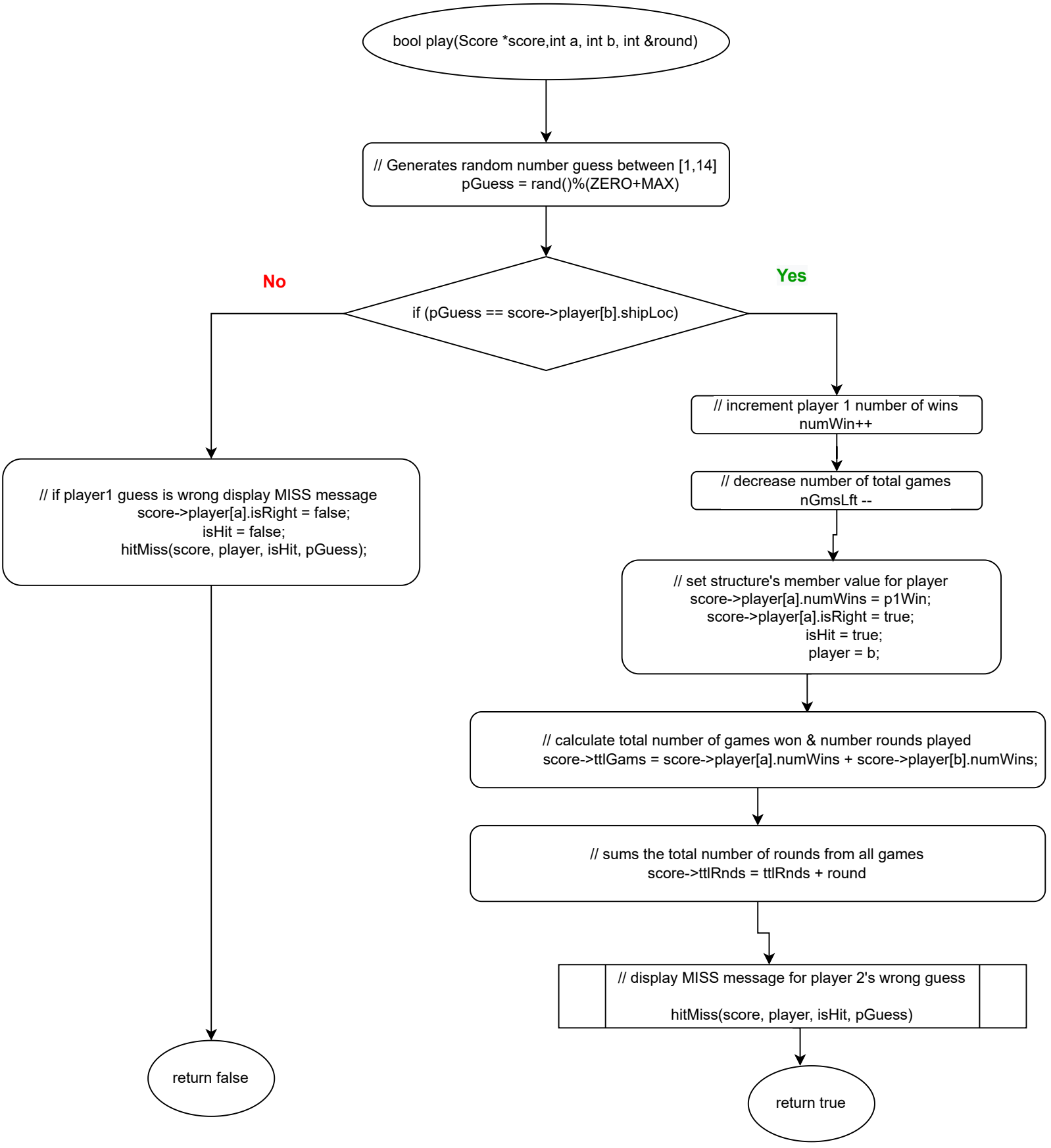


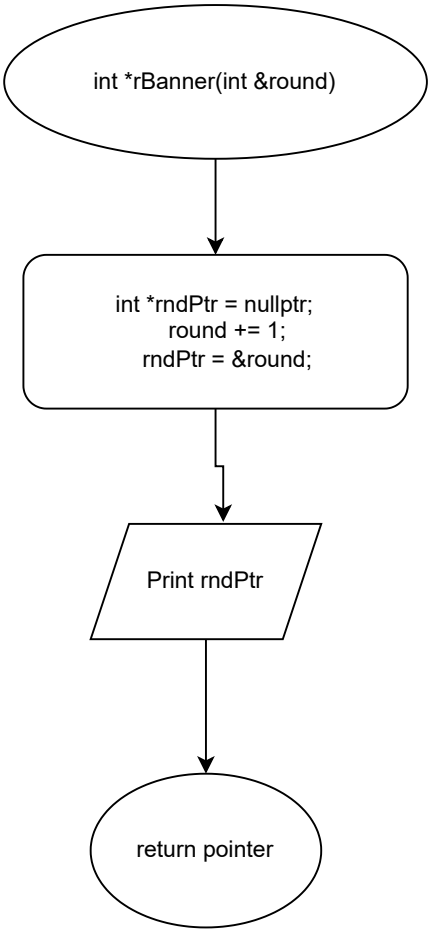

end loop
end function

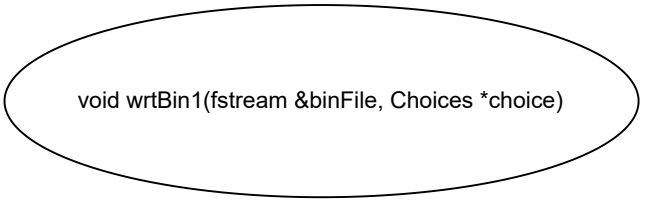
**Battleship**
**FlowChart**

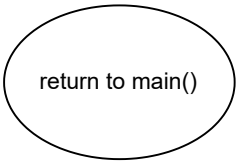


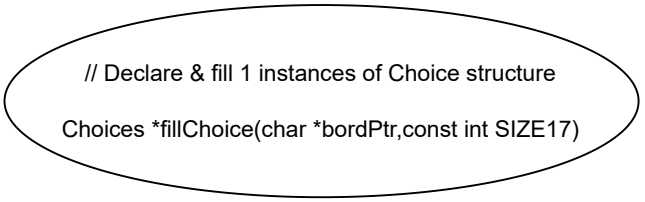

Yes
if ((!p1_crrt) && (!p2_crrt))
Print "You Both Missed. Try Again"
end while loop
end while loop
// reset round for next game
*rndPtr = 0;
return score

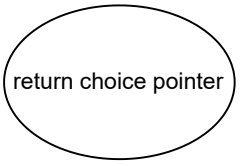

bool play(Score *score,int a, int b, int &round)
// Generates random number guess between [1,14]
pGuess = rand()%(ZERO+MAX)
No
Yes
if (pGuess == score->player[b].shipLoc)
// increment player 1 number of wins
numWin++
// decrease number of total games
nGmsLft --
// if player1 guess is wrong display MISS message
score->player[a].isRight = false;
isHit = false;
hitMiss(score, player, isHit, pGuess);
// set structure's member value for player
score->player[a].numWins = p1Win;
score->player[a].isRight = true;
isHit = true;
player = b;
// calculate total number of games won & number rounds played
score->ttlGams = score->player[a].numWins + score->player[b].numWins;
// sums the total number of rounds from all games
score->ttlRnds = ttlRnds + round
// display MISS message for player 2's wrong guess
hitMiss(score, player, isHit, pGuess)
return false
return true


int *rBanner(int &round)
int *rndPtr = nullptr;
round += 1;
rndPtr = &round;
Print rndPtr
return pointer

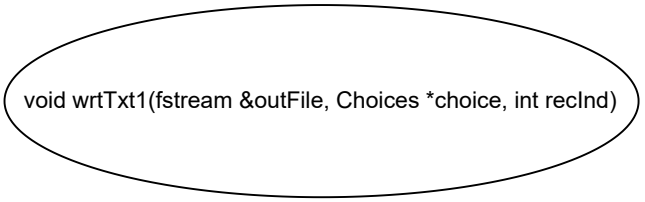

void wrtBin1(fstream &binFile, Choices *choice)

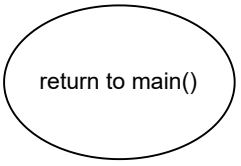

return to main()


// 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()