UML - Battleship

Base class

player

- nPlayrs : int
- frames : stack[ ]
- name : *char
- isRight : bool
- numWins : int
- guess : int
- brdsize : int
- gBoard : choices.h

+ Player ( ) : constructor
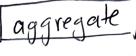+ Player (string) : constructor
+ virtual ~Player ( )
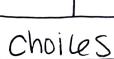+ Player (const Player &)
+ void setnumplayr
+ void setName ( )
+ int getNumPlayrs ( ) const
+ int getisRight ( ) const

Derived class

score

- maxGmes : int
- HIGmes : int
- HIRonds : int

+ Score ( ) : Player ( )
+ Score (string) : Player ( )
+ Score (const Score &obj)
+ set max Gmes ( ) : void
+ setHIGmes ( ) : void
+ get maxGmes : int

Player

Choices

- size : int
- board : *char
- indx : *int

Choices ( )
setBoard ( ) : void
getBoard ( ) : *char
getIndx ( ) : *int