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2.1

- drag a div element with id=ship. To another position element with id=playergrid, First check whether the ship can be fit there, if yes, save the ships position, if not place the ship back to where it was taken from.
- Double click a div element with id=ship. If the the ship can rotate to that position, rotate it, if not nothing
- mouse click on div element with id=opponentgrid. First, check whether the tile still hasn't been hit. If so, check whether there is a ship at that tile. If yes, mark tile with a red cross. If no, mark it with a black dot and set the background to light blue.

2.2

Basic constructor pattern