

BattleshipController
<ul style="list-style-type: none"> - ArrayList<Player> - currentPlayerIndex: int
<ul style="list-style-type: none"> + InitializeGame(): void + placeShip(Player player, Ship ship, int x, iny, boolean horizontal): boolean + shootCell(Player player, int x, int y): boolean

GUI

Board
<ul style="list-style-type: none"> - cells: Cell[][] - size: int
<ul style="list-style-type: none"> + getSize(): int + getCell(intx, int y): Cell + markCellAsHit(int x, int y): void + isCellOccupied(intx, inty): boolean

Player
<ul style="list-style-type: none"> - playerName: String - playerBoard: Board - ArrayList<Ship>
<ul style="list-style-type: none"> + getPlayerName(): String + getPlayerBoard(): Board + getShips(): ArrayList<Ship>

Cell
<ul style="list-style-type: none"> - status: boolean - x: int - y: int
<ul style="list-style-type: none"> + getStatus(): boolean + getX(): int + getY(): int

Ship
<ul style="list-style-type: none"> - shipName: String - length: int - occupiedCells: ArrayList<Cell>
<ul style="list-style-type: none"> + getShipName(): String + getLength(): int + getOccupiedCells(): ArrayList<Cell>

Gamemode1