Fix bugs of the application:

**import** java.util.ArrayList;

**public** **class** SimpleShip {

**private** ArrayList<String> location = **new** ArrayList<String>();

**public** **void** setLocations(ArrayList<String> loc) {

location = loc;

}

**public** String checkGuess(String userGuess) {

String result = "miss";

**int** index = location.indexOf(userGuess);

**if** (index >= 0) {

location.remove(index);

result = location.isEmpty() ? "kill" : "hit";

}

System.***out***.println(result);

**return** result;

}

}