CREATE FUNCTION fireshot():

SEND MESSAGE TO DISPLAY (“Enter coordinates to shoot ships: “)  
 GET INPUT FROM KEYBOARD AND SET TO coordinate

WHILE coordinate ALREADY USED DO:

SEND ERROR MESSAGE TO DISPLAY

GET INPUT FROM KEYBOARD AND SET TO coordinate

END WHILE

IF Ship[location] IS EQUAL TO coordinate:

SEND OUTPUT MESSAGE TO DISPLAY (“Hit!”)

IF BOARD IS NOT EMPTY THEN DO:

RUN FUNCTION fireshot()

END IF

END IF

END FUNCTION