TestBattleShip	BattleshipGame	Board	Player	Ship
		+ arr: char[][] + shipArr:boolean[][] + SHIP_SIZE:int	+ board:Board + name:String + ship:Ship	- numShips:int
+main(args:String[]):void	+BattleshipGame() +gamePlay():void +turn(player: Player, scanner: Scanner, letter: char, number: int, numBoats: int, SHIP_SIZE: int):void +whoseTurn():boolean	+Board() +Board(DIMENSION:int) +intializeBoard():void +placeShips(numBoats:int):void +printShips():void +printBoard():void +printBoard(letter:char, number:int):boolean	+Player(DIMENSION:int, name:String, numShips:int)	+ Ship(numShips:int) + getNumShips():int + setNumships(numShips:int):void

:BattleshipGame

board:Board
arr=char[10][10] shipArr=boolean[10][10] DIMENSION=10 SHIP_SIZE=4 guesses=dynamic correct=dynamic

player1:Player
board=board name=dynamic ship=ship

ship:Ship
numShips=dynamic

board:Board
arr=char[10][10] shipArr=boolean[10][10] DIMENSION=10 SHIP_SIZE=4 guesses=dynamic correct=dynamic

player2:Player
board=board name=dynamic ship=ship

ship:Ship
numShips=dynamic