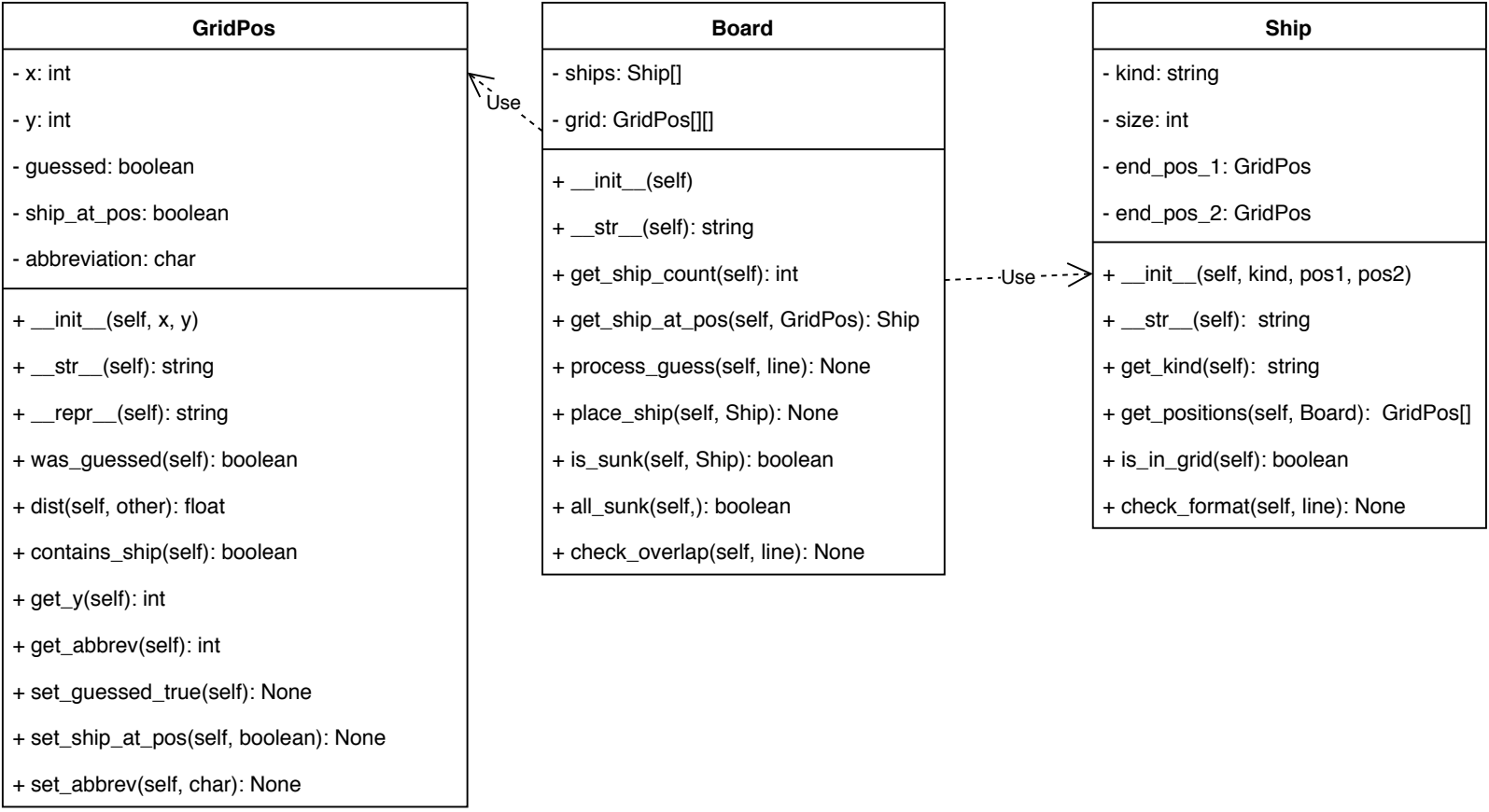

Main Execution

1. Create a new Board

File 1: Placement File

1. Open the file (making sure to use try/except for IOErrors)
2. Observe the file formatting:

B 3 2 3 5

The first value is the ship _kind
The second value is the first end of the ship's x_pos
The third value is the first end of the ship's y_pos
The fourth value is the other end of the ship's x_pos
The fifth value is the other end of the ship's y_pos

3. For each line in the file, we need to do two things:

1. Check the line! (using try/except as stated in the spec)
2. Create the Ship. This can be done by creating two GridPos objects, and then feeding the kind and the two GridPos's to the __init__ of our Ship class.
3. Add the newly created Ship to the Board

File 2: Guess File

1. Open the file (same story with the try/except)
2. Observe the file formatting:

0 1

The first value is an x_pos
The second value is a y_pos.
3. For each line in the file, check that the line is valid.
4. Split the line on whitespace.
5. Create a GridPos object from the resulting list of coordinates.
6. Query the board and see if that GridPos holds a ship. If so, you have a hit. If not, you missed. Make sure to take into account the possibility that the position had been guessed before.

The above diagram will be gone over in class on Wednesday (7/3/19). Please keep in mind that while this is a valid solution and will work for this assignment, there are some extras and possibly unnecessary methods included in the diagram to demonstrate design decision-making.