Author: Gabriel Popovici E-mail: popovici.gabriel@gmail.com Submitted files: — battleship-1.0.0-SNAPSHOT.jar — battleship-1.0.0-SNAPSHOT-javadoc.jar — battleship-1.0.0-SNAPSHOT-sources.jar — battleship.zip The first 3 files are quite obvious: battleship runtime lib, source and javadoc. The file: battleship.zip contains the whole mvn project used to generate above files. To run: java -jar battleship-1.0.0-SNAPSHOT.jar Application will output: ----> Welcome to the BattleShip Game <----------> Your Host: Gabriel Popovici <---------> E-mail:popovici.gabriel@gmail.com <----------> Follow the rules on the screen: <----------> Quick input followed: ----> Upper right corner (5,5): <---------> Ships: (x1,y1,O1),...,(xn,yn,On) <----------> Ship movement: (x,y) LRLRRMMM <----------> Hit ship: (x,y)----> At any time you can quit the game <---------> by pressing: quit followed by Enter<---------> Thanks and enjoy the game! <------Input: (5, 5)(2, 3, E) (3, 3, W) $(2, 3) \, MM$ (1, 2) $(3, 3) \, MM$ (4, 2)Output: (1, 3, W)(4, 3, E)Done! Another sample: (5, 5)(1, 2, N) (3, 3, E)(1, 2) LMLMLMLMM (2, 3)

This acts like a Readme.file

## (3, 3) MRMMRMRRM (1, 3)

Thanks

Gabe