BattleShip Game Flow new click setUpShips(); createShipButtons(); CreateGameBoard() BattleShipGame(); readyToPlayButton() this creates all of the buttons creates the UI of our board starts within main() Sets up some UI and calls to add each type of ship in BattleShipGame and creates our two player createShipButtons including a done and clear class boards and tracking boards button and sets their displays click click click click CarrierButton(); click doneButton(); click click click DoneButton(): CruiserButton(); subMarineButton(); click battleShipButton(): doneButton(); DoneButton(); destroyerButton(); As each of the ships representing a ship appears, when it is clicked, it links the ship to the board and allows the user to click squares that it wants to locate the ship on. Once the done button is clicked, the location is validated and saved and the next ship can be placed hence the change in Ship Butons click PlayGame(); finalizeBoardButton(); Once this button is This adds the action clicked, PlayGame() is called which sets us up listeners to the tracking to starting bombing boards so the user can click ships squares which will bomb their opponent's board. Once they make their move, this triggers the computer's move. This continues until

one player wins