Passed variables: computerhitboard, ship3lasthit, ship3previoushit, ship2previoushit

Empty state/first move­ move = 5

If ship3lasthit not 0 (ship 3 was hit)­

If ship3previoishit not 0 (two spots hit)­

Use lasthit and previoushit line to add/subtract same value to sink ship

If ship3previoushit 0 (one spot hit)­

try adding and subtracting one and three to get diagonals and verticals to get next hit

If ship2lasthit not 0 (ship 2 was hit)­

try adding and subtracting one and three to get diagonals and verticals to get next hit

Else (no ships hit/a ship sunk)­ choose random free spot on board to try to hit ships.