

```

package Battleship;

public class Player {
    public String[][] Player_Board;
    public String[][] Ship_Board;
    public Ship[] ShipsArray = new Ship[5];
    public String Name;
    public int turns; // Total Turns
    public int moves = 0; // Moves Taken
    public int turns_remaining = turns;
    public int ships_remaining = 5;
    public double hits = 0; // # of hits
    public double accuracy; // Accuracy Percentage

    public void SetupPlayer() {
        MakeShips();
        turns_remaining = turns;
    }

    // Fills Ship Arrays with ship details.
    public void MakeShips() {
        ShipsArray = new Ship[] { new Ship("Carrier", 5),
                                   new Ship("Battleship", 4), new Ship("Destroyer",
3),
                                   new Ship("Submarine", 3), new Ship("Patrol Ship",
2) };
    }

    public int GetTurns() {
        return turns;
    }

    public void EndTurn() {
        moves++;
        turns_remaining--;
    }

    public int GetRem() {
        return turns_remaining;
    }

    public double GetAcc() {
        if (moves == 0)
            accuracy = 0;
        else
            accuracy = ((hits / moves) * 100);
        return accuracy;
    }
}

```