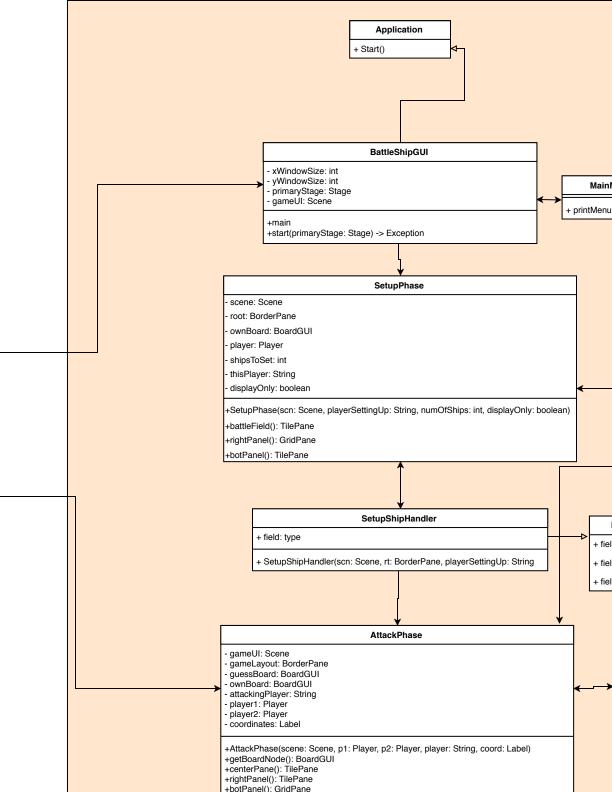
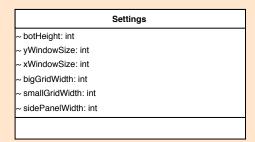
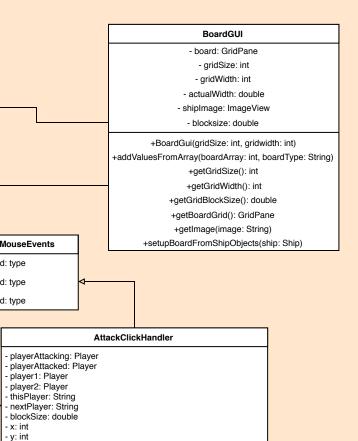
LoadGame - p1SBoard: String[][] - p2SBoard: String[][] - boardSize: int - numShips: int - mode: String - p1Board: Board - p1Board: Board - p2Board: Board - player1: Player - player2: Player + loadBoard() + makeThePlayersForLoad() SaveGame + p1: Player - p2: Player - p2: Player - p2: Player - p1 Player - p1 Player

+ saveProgress(P1Board: Board, P2Board: Board, gameMode: String)





GUI



p2: Player, attackingPlayer: String)

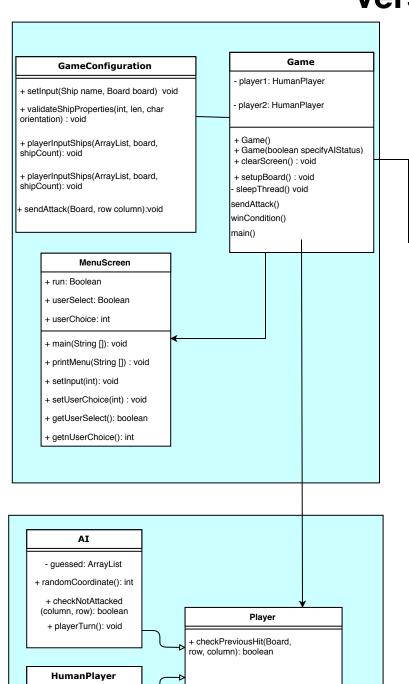
+AttackClickHandler(BlockSize: double, scenee: Scene, p1: Player,

- scene: Scene - coordinate: Label

MenuGUI

():void

Te



Filandici (myEvent. Wod3cEvent)

xt sion

