

Scott Parker
BattleShip
Project 1

```
#include <iostream>
#include <ctime>
#include <cstdlib>
#include <iomanip>
#include <cctype>
#include <fstream>
#include <string>
#include <cctype>
using namespace std;
```

user libraries
#include "colors.h"
#include "player.h"

Constants -
const int COLS=26;

Function Prototypes

```
void disGame(int [][][COLS], int [][][COLS],
int)
void setGame(int [][][COLS], int [][][COLS],
int)
void putShip(int [][][COLS], int, int)
bool rngFind(int [][][COLS], int, int, int, int,
char)
void pAllShp(int [][][COLS], int)
void disShip(int [][][COLS], int)
void newGame(Player, Player, int)
void clrData(int [][][COLS], int [][][COLS], int
[][][COLS], int [][][COLS], int)
void pGameH(Player, Player, int)
void pGameC(Player, Player, int)
void pShipC(int [][][COLS], int)
int entGues(int [][][COLS], int [][][COLS], int)
int comGues(int [][][COLS], int [][][COLS], int,
int)
void savGame(int p1ship[][][COLS], int
p1guess[][][COLS], int p2ship[][][COLS], int
p2guess[][][COLS], int rows)
void lodGame(int p1ship[][][COLS], int
p1guess[][][COLS], int p2ship[][][COLS], int
p2guess[][][COLS], int rows)
void resGame(Player, Player, int rows)
void resHum(Player, Player, int rows)
void resComp(Player, Player, int rows)
Player newPlyr()
```

A

Start Main

Set Random Seed

```
int choice=0;
const int ROWS=12;
Player p1=newPlyr();
Player p2=newPlyr();
```

output:
1 to resume a saved game
2 to start a new game
0 (zero) or other to exit

input:
menu choice

B

Switch 1

True

resGame(p1, p2,
ROWS)

False

Switch 2

True

newGame(p1, p2,
ROWS)

False

choice>=1&&choice<=2

False

Return 0;
exit

A



















