

Battleship

Members Diagram

Key: [] = variable,
() = method, >< = private method

Ship

[name]
[length]
[hitCount]
[coordinates]
(isSunk)

(getName())
(getCoords())
(setCoords())
> setLength() <

Coord

[x, y]
(getX())
(getY())
(toString())
(toString())
(hashCode())
(equals())

Tutorial

[TargetGrid]

[OceanGrid]

(welcomeBegin())
(shipPlacement())
(takingShots())

Grid

[cells]
(getCellatColRow)
(print())
(formatHeaders())

Ocean Grid

[ships]
(receiveShot())
(placeShips())
(allShipsSunk())
(factoryDecision())

Target Grid

(receiveShotResult())
(isValidShot())

Cell

[state]
[shipRef]

(print())
(setShip())
(getState())
(setState())
(getShip())

PlayerInterface

(takeTurn())
(receiveShot())
(receiveShotResult())
(validateTurn())
(getName())

Player

[ShipFactory]
[OceanGrid]
[TargetGrid]

(takeShot())
(receiveShot())
(receiveResult())
(getName())
(areShipsSunk())

AI

[ShipFactory]
[OceanGrid]
[TargetGrid] or [StatGrid]

(takeShot())
(receiveShot())
(receiveResult())
(getName())
(areShipsSunk())

Game

[Players]
[currentPlayer]
[opposingPlayer]

(play())
(config())
> configPlayers() <
> tutorialOption() <
> formatNames() <
> clear() <

Enum
ShotResult

[HIT, MISS, SUNK]

(setShip())
(setCoord())
(getShip())
(getCoord())
(toString())

Enum
Directions

[N,S,E,W]

Enum
CellState

[HIT, MISS, OCCUPIED,
EMPTY]

ShipFactory(ships)

[ships]
[totalShipCoords]
[shipnames]
(filterDirections())
(filterOverlap())
(genShips())
(genShipCoords())

ManualFact.

(makeAShip())
(filterOutOverlap())
(parseRow())
(parseCol())
(isValidCoord())

AutoFact.

(randomPlacement())