

Battleship

Members Diagram

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

Ship

- [name]
- [length]
- [hitCount]
- [coordinates]
- (isSunk)
- (getName())
- (getCoords())
- (setCoords())
- > setLength() <

Grid

- [cells]
- (getCellAtColRow)
- (print())
- (formatHeaders())

Ocean Grid

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

Target Grid

- (receiveShotResult())
- (isValidShot())

Game

- [Players]
- [currentPlayer]
- [opposingPlayer]
- (play())
- (config())
- > configPlayers() <
- > tutorialOption() <
- > formatNames() <
- > clear() <

Coord

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

Cell

- [state]
- [shipRef]
- (print())
- (setShip())
- (getState())
- (setState())
- (getShip())

Enum

ShotResult

- [HIT, MISS, SUNK]
- (setShip())
- (setCoord())
- (getShip())
- (getCoord())
- (toString())

Enum

Directions

- [N,S,E,W]

Enum

CellState

- [HIT, MISS, OCCUPIED, EMPTY]

Tutorial

- [TargetGrid]
- [OceanGrid]
- (welcomeBegin())
- (shipPlacement())
- (takingShots())

PlayerInterface

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

ShipFactory(ships)

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

Player

- [ShipFactory]
- [OceanGrid]
- [TargetGrid]
- (takeShot())
- (receiveShot())
- (receiveResult())
- (getName())
- (areShipsSunk())
- [ShipFactory]
- [OceanGrid]
- [TargetGrid] or [StatGrid]
- (takeShot())
- (receiveShot())
- (receiveResult())
- (getName())
- (areShipsSunk())

AI

- [ShipFactory]
- [OceanGrid]
- [TargetGrid] or [StatGrid]
- (takeShot())
- (receiveShot())
- (receiveResult())
- (getName())
- (areShipsSunk())

ManualFact.

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

AutoFact.

- (randomPlacement())