```
PlayerClass
# name
# size
# map
# health
# SHIPNUM
# MAPMIN
+ PlayerClass()
+ PlayerClass()
+ PlayerClass()
+ PlayerClass()
+ ~PlayerClass()
+ setSize()
+ setName()
+ setHealth()
+ getSize()
+ getShipNum()
and 10 more...
# initMap()
# attack()
# testEnd()
     Player
   + Player()
   + Player()
   + Player()
   + Player()
   + place()
   + turn()
```