PlayerClass

name
size
map
health
SHIPNUM
MAPMIN

+ PlayerClass()
+ PlayerClass()
+ PlayerClass()
+ PlayerClass()
+ ~PlayerClass()
+ setSize()
+ setName()
+ setHealth()
+ getSize()
+ getShipNum()
and 10 more...
initMap()
attack()
testEnd()

Computer

+ Computer()
+ Computer()
+ place()
+ turn()