

Battle Ships

→ Early Houghts

→ 4 x instance of

Grid ⇒ Module

↳ 2x Priming

↳ 2x tracking

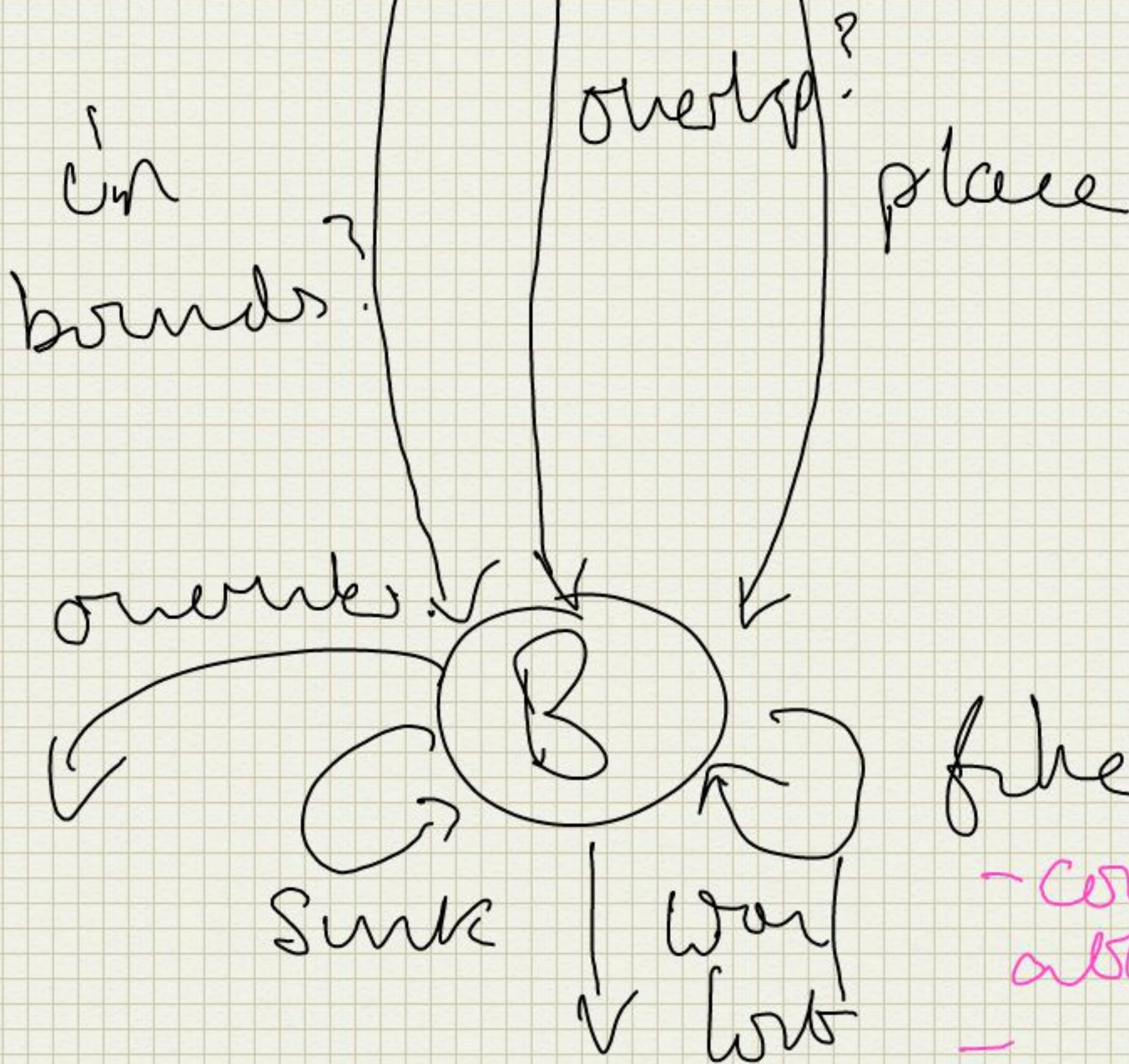
Class for Ship ^(N)

Board ^(N) / Grid ^(N)
└──────────────────┘
module ?

Ship
- length ; - orientation

~~length~~ (len) ~~length~~ (ld) ~~orientation~~ (h)

~~link~~ (bool)



~~can~~ able

