1. Randomly placing and generating tanks
- Randomly choose a row and col between (0 - 9) and build a tetromino using the random cell as the center. When choosing a direction to build the tetromino, I check if it is occupied before randomly selecting. In the rare case I run out of space, I select a different cell. My OOD supports this because the 10 x 10 field is a double array of classes and I can move in 4 directions, with each cell containing its own state.

2. Handling prompts to the User
- When displaying prompts to the User at the end of each turn, the MoveHandler will have methods available to call at the end of each turn to fetch various class states and display them properly.