Board

- boardSize: int
- board: float ([][])
- Board()
- initBoard(): void
- getBoardSize(): int
- setBoardSize(boardSize: int): void
- getBoard(): float[]
- setBoard(board: float[][]): void
- printBoard(): void

-ownBoard/

Player

- ownBoard: Board
- points: int
- play: boolean
- lost: boolean
- name: String ships: ArrayList<Ship>
- Player()
- getShips(): ArrayList<Ship>
- eraseShips(): void
- randomBoard(): void
- fillBoardShip(i: int): boolean
- getOwnBoard(): Board
- setOwnBoard(ownBoard: Board): void
- play(posX: int, posY: int, p2: Player): void
- surrondSinkedShip(i: int): void
- validShipPosition(posX: int, posY: int, direction: int, size: int): boolean
- validShip(i: int): boolean
- validBoard(total: boolean): boolean
- getLost(): boolean
- checkLost(): boolean
- setLost(lost: boolean): void



MyGame

GestureHandler

- width: int
- height: int
- X: int = -1Y: int = -1
- pan: boolean = false
- deltaX: int = -1
- deltaY: int = -1
- grab: boolean = false
- blank: boolean = false
- screen: int = 1
- playButton: boolean = false
- autoButton: boolean = false
- GestureHandler(width: int, height: int)
- tap(x: float, y: float, count: int, button: int): boolean
- tapButton(x: float, y: float): int
- setWidth(width: int): void
- setHeight(height: int): void
- longPress(x: float, y: float): boolean
- fling(velocityX: float, velocityY: float, button: int): boolean
- pan(x: float, y: float, deltaX: float, deltaY: float): boolean
- panStop(x: float, y: float, pointer: int, button: int): boolean
- zoom(initialDistance: float, distance: float): boolean
- pinch(initialPointer1: Vector2, initialPointer2: Vector2, pointer1: Vect
- touchDown(x: float, y: float, pointer: int, button: int): boolean
- getPan(): boolean
- setPan(pan: boolean): void
- getDeltaX(): int
- setDeltaX(deltaX: int): void
- getDeltaY(): int
- setDeltaY(deltaY: int): void
- getGrab(): boolean
- setGrab(grab: boolean): void
- getBlank(): boolean
- setBlank(blank: boolean): void
- getScreen(): int
- setScreen(screen: int): void
- getPlayButton(): boolean
- setPlayButton(playButton: boolean): void
- getAutoButton(): boolean
- setAutoButton(autoButton: boolean): void

«property get»

- getX(): int
- getY(): int

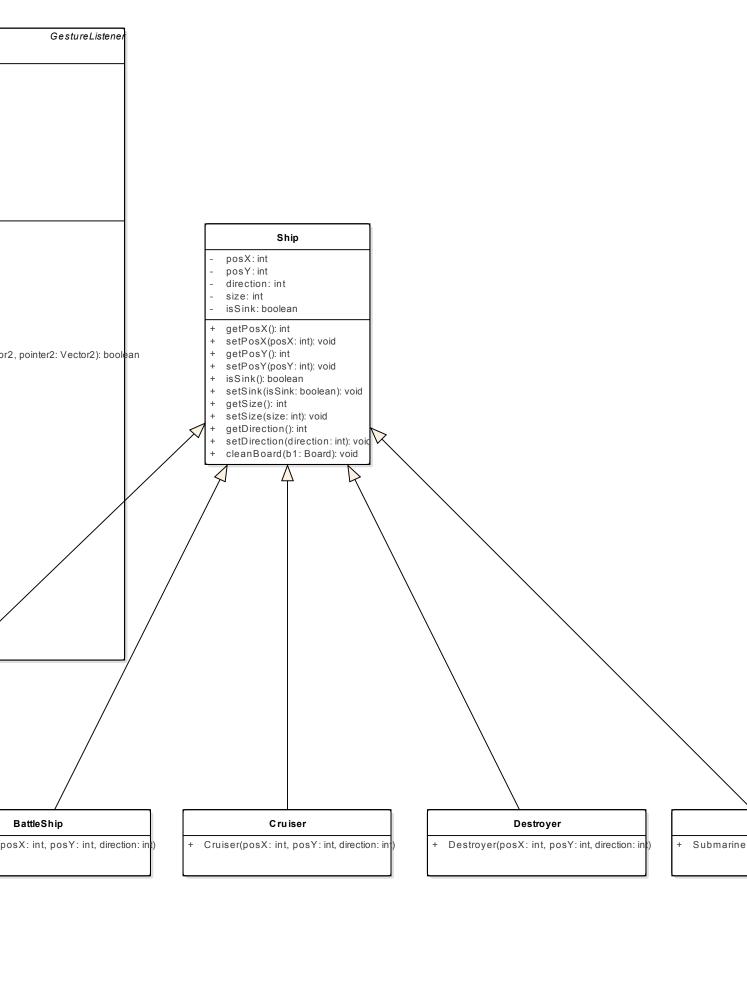
«property set»

- setX(x: int): void
- setY(y: int): void

AircraftCarrier

AircraftCarrier(posX: int, posY: int, direction: int)

BattleShip



Submarine

(posX: int, posY: int, direction: int)

- menu: Screen place: Screen play: Screen player1: Player player2: Player height: int
- width: int + create(): void
- + initPlay(): void
- + getPlayer1(): Player + setPlayer1 (player1: Player): void + getPlayer2(): Player

- + setPlayer2(player2: Player): void + gesture(gestureHandler: GestureHandler): void
- + getHeight(): int
- setHeight(height: int): void
- getWidth(): int
- setWidth(width: int): void getPlay(): Screen