

<pre>public class Ship</pre> <i>variables:</i> • int row, col, length, direction • static final int UNSET = -1, HORIZONTAL = 0, VERTICAL = 1 <i>methods:</i> • Ship(int length) //constructor • boolean isLocationSet() • boolean isDirectionSet() • void setLocation(int row, int col) • void setDirection(int direction) • int getRow() • int getCol() • int getLength() • int getDirection()	<pre>public class Location</pre> <i>variables:</i> • final int HIT = 1, MISSED = 2; • int status; • boolean hasBoat; <i>methods:</i> • Location() //constructor • boolean checkHit() • boolean checkMiss() • boolean isUngessed() • void markHit() • void markMiss() • boolean hasShip() • void setShip(boolean val) • void setStatus(int status) • int getStatus()
<pre>public class Grid</pre> <i>variables:</i> • Boolean ship • Location[] grid = new Location[10][10]; <i>methods:</i> • Grid() //constructor • void markHit(int row, int col) • void markMiss(int row, int col) • void setStatus(int row, int col, int status) • int getStatus() • Boolean alreadyGuessed(int row, int col) • void setShip(int row, int col, boolean value) • boolean hasShip(int row, int col) • Location get(int row, int col) • int numRows() • int numCols() • void printStatus() • void printShips() • void addShip(Ship s)	<pre>public class Player</pre> <i>variables:</i> • Grid myShipGrid, myGuessGrid, theirShipGrid, theirGuessGrid <i>methods:</i> • Player() //constructor • void chooseShipLocation(Ship s, int row, int col, int direction) • void printMyShips() • void printMyGuesses() • printOpponentGuesses() • recordOpponentGUess(int row, int col)

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