



### Battleship!

Great! Of course, the player isn't going to guess right all the time, so we also need to handle the case where the guess is wrong.

```
print board[2][3]
```

The example above prints out "0", the element in the 3rd row and 4th column.

#### Instructions

- 01. Add an `else` under the `if` we wrote in the previous step.
- 02. Print out "You missed my battleship!"
- 03. Set the list element at `guess_row`, `guess_col` to "X".
- 04. As the last line in your `else` statement, call `print_board(board)` again so you can see the "X".

Make sure to enter a col and row that is on the board!

#### script.py

```

3 board = []
4
5 for x in range(0, 5):
6     board.append(["0"] * 5)
7
8 def print_board(board):
9     for row in board:
10        print " ".join(row)
11
12 print_board(board)
13
14 def random_row(board):
15     return randint(0, len(board) - 1)
16
17 def random_col(board):
18     return randint(0, len(board[0]) - 1)
19
20 ship_row = random_row(board)
21 ship_col = random_col(board)
22 guess_row = int(raw_input("Guess Row:"))
23 guess_col = int(raw_input("Guess Col:"))
24
25 print ship_row
26 print ship_col
27
28 # Write your code below!
29 if guess_row == ship_row and guess_col == ship_col:
30     print "Congratulations! You sank my battleship!"
31 else:
32     board[guess_row][guess_col] = 'X'
33     print_board(board)

```

```

Guess Col: 3
3
1
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 X 0
0 0 0 0 0
You missed my battleship!
None

```

**Way to go!**
**Start Next Lesson**