

# Battleship!

## Not Again!

Great! Now let's handle the second type of incorrect guess: the player guesses a location that was already guessed. How will we know that a location was previously guessed?

```
print board[guess_row][guess_col]
```

The example above will print an 'X' if already guessed or an '0' otherwise.

### Instructions

- 01. Add an `elif` to see if the guessed location already has an 'X' in it.
- 02. If it has, print "You guessed that one already."

[Stuck? Get a hint!](#)

### script.py

```
1 from random import randint
2
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:
```

```
Guess Col: 3
2
0
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](#)