

To Your Battle Stations!

Congratulations! You have a fully functional Battleship game! Play it a couple of times and get your friends to try it out, too. (Don't forget to go back and remove the debugging output that gives away the location of the battleship!)

You may want to take some time to clean up and document your code as well.

Instructions

When you are done playing Battleship! and are ready to move on, click Save & Submit Code.

```
script.py
19
        return randint(0, len(board[0]) - 1)
20
   ship_row = random_row(board)
    ship_col = random_col(board)
    print ship_row
    print ship_col
25
    # Everything from here on should go in your for loop!
    # Be sure to indent four spaces!
28 guess_row = int(raw_input("Guess Row:"))
    guess_col = int(raw_input("Guess Col:"))
30
31 - if guess_row == ship_row and guess_col == ship_col:
32
         print "Congratulations! You sunk my battleship!"
33 - else:
34 -
         if (guess_row < 0 or guess_row > 4) or (guess_col < 0 or guess_col
     > 4):
35
             print "Oops, that's not even in the ocean."
 36 -
         elif(board[guess_row][guess_col] == "X"):
37
             print "You guessed that one already."
 38 -
         else:
             print "You missed my battleship!"
 39
             board[guess_row][guess_col] = "X"
 40
             for turn in range(4):
 42
                 turn = turn + 1
                 print turn
 44
                 break
 45 -
             if turn == 4:
 46
                 print "Game Over"
         # Print (turn + 1) here!
         print_board(board)
 48
    Way to go!
                   Start Next Lesson
```

Guess Row: 3 Guess Col: 2 You missed my battleship! 00000 00000 00000 0 0 X 0 0 00000 None

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