

Battleship!

Hide...

Excellent! Now, let's hide our battleship in a random location on the board.

Since we have a 2-dimensional list, we'll use two variables to store the ship's location, `ship_row` and `ship_col`.

```
from random import randint
coin = randint(0, 1)
dice = randint(1, 6)
```

- 01. In the above example, we first import the `randint(low, high)` function from the `random` module.
- 02. Then, we generate either zero or one and store it in `coin`.
- 03. Finally, we generate a number from one to six inclusive.

Let's generate a `random_row` and `random_col` from zero to four!

Instructions

Q&A Forum

Glossary

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 # Add your code below!
13 def random_row(board):
14     return randint(0, len(board)-1)
15 def random_col(board):
16     return randint(0, len(board)-1)
17 print random_row(board)
18 print random_col(board)

```

```

1
2
None

```

Way to go! Start Next Lesson