

Battleship!

...and Seek!

Good job! For now, let's store coordinates for the ship in the variables `ship_row` and `ship_col`. Now you have a hidden battleship in your ocean! Let's write the code to allow the player to guess where it is.

```
number = raw_input("Enter a number: ")
if int(number) == 0:
    print "You entered 0"
```

`raw_input` asks the user for input and returns it as a string. But we're going to want to use integers for our guesses! To do this, we'll wrap the `raw_input`s with `int()` to convert the string to an integer.

Instructions

01. Create a new variable called `guess_row` and set it to `int(raw_input("Guess Row: "))`.

02. Create a new variable called `guess_col` and set it to `int(raw_input("Guess Col: "))`.

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 def random_row(board):
13     return randint(0, len(board) - 1)
14
15 def random_col(board):
16     return randint(0, len(board[0]) - 1)
17
18 ship_row = random_row(board)
19 ship_col = random_col(board)
20
21 # Add your code below!
22 guess_row = int(raw_input("Guess Row:"))
23 guess_col = int(raw_input("Guess Col:"))
```

```
Guess Row: 3
Guess Col: 3
None
```

Way to go! [Start Next Lesson](#)