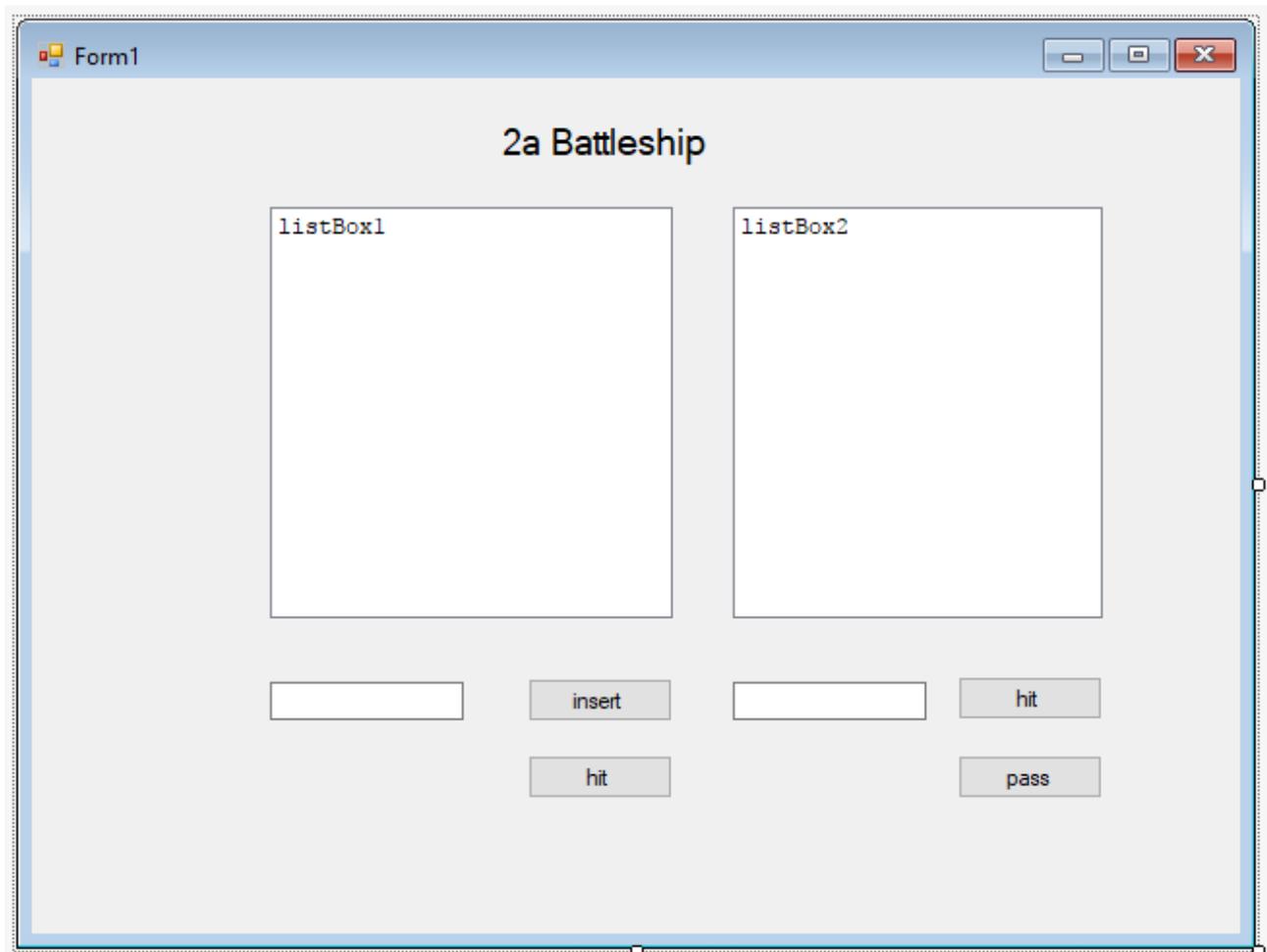


2A win battleship



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;

namespace win_battleship_offline
{
    public partial class Form1 : Form
    {
        static public int[,] my =new int[16,16];
        static public int[,] yours =new int[16,16];

        public Form1()
        {
            InitializeComponent();
        }

        private void init()
        {
            int x,y;
```

```

        for (y = 1; y < 16; y++)
            for (x = 1; x < 16; x++)
            {
                my[x,y] = 0;
                yours[x,y] = 0;
            }
    }

private void updmy()
{
    int x,y;
    string s = "";
    listBox1.Items.Clear();
    for (y = 1; y < 16; y++)
    {
        for (x = 1; x < 16; x++)
        {
            if (my[x,y] == 0)
                s += " ";
            if (my[x,y] == 1)
                s += "0";
            if (my[x,y] == 2)
                s += "*";
        }
        listBox1.Items.Add(s);
        s = "";
    }
}

private void updyour()
{
    int x, y;
    string s = "";
    listBox2.Items.Clear();
    for (y = 1; y < 16; y++)
    {
        for (x = 1; x < 16; x++)
        {
            if (yours[x, y] == 0)
                s += " ";
            if (yours[x, y] == 1)
                s += "0";
            if (yours[x, y] == 2)
                s += "*";
        }
        listBox2.Items.Add(s);
        s = "";
    }
}

private void button1_Click(object sender, EventArgs e)
{
    //insert
    int x,y;
    string str;
    str = textBox1.Text;
    string[] s = str.Split(',');
    x = Convert.ToInt16(s[0]);
}

```

```
    y = Convert.ToInt16(s[1]);
    my[x, y] = 1;
    updmy();
```

```
}
```

```
private void button2_Click(object sender, EventArgs e)
{
```

```
    //hit
    int x, y;
    string str;
    str = textBox2.Text;
    string[] s = str.Split(',');
    x = Convert.ToInt16(s[0]);
    y = Convert.ToInt16(s[1]);
    yours[x, y] = 2;
    updyour();
```

```
}
```

```
private void button3_Click(object sender, EventArgs e)
{
```

```
    //pass
    int x, y;
    string str;
    str = textBox2.Text;
    string[] s = str.Split(',');
    x = Convert.ToInt16(s[0]);
    y = Convert.ToInt16(s[1]);
    yours[x, y] = 1;
    updyour();
```

```
}
```

```
private void button4_Click(object sender, EventArgs e)
{
```

```
    //hit my
    int x, y;
    string str;
    str = textBox1.Text;
    string[] s = str.Split(',');
    x = Convert.ToInt16(s[0]);
    y = Convert.ToInt16(s[1]);
    my[x, y] = 2;
    updmy();
```

```
}
```

```
}
```

```
}
```