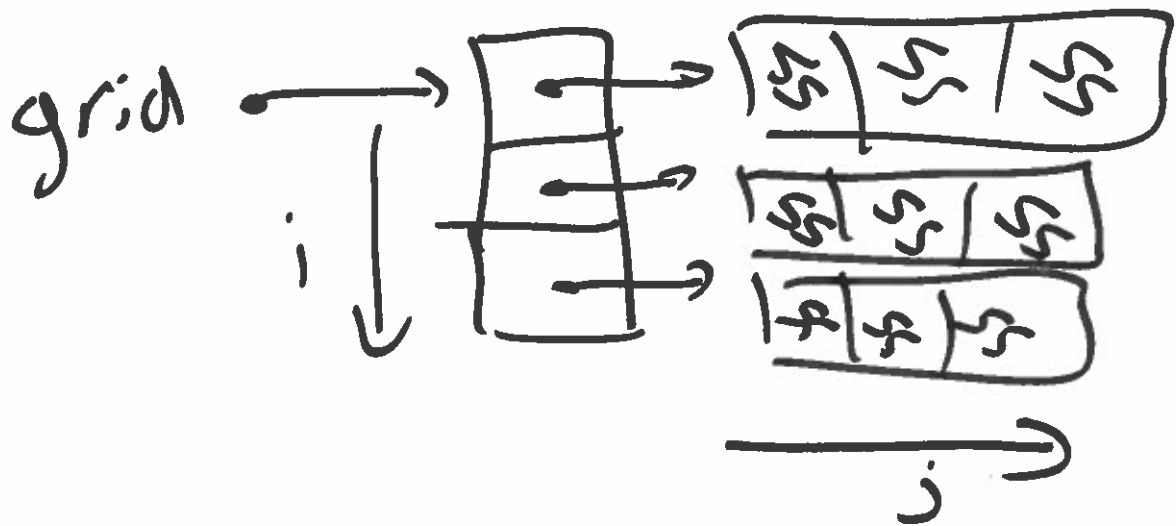
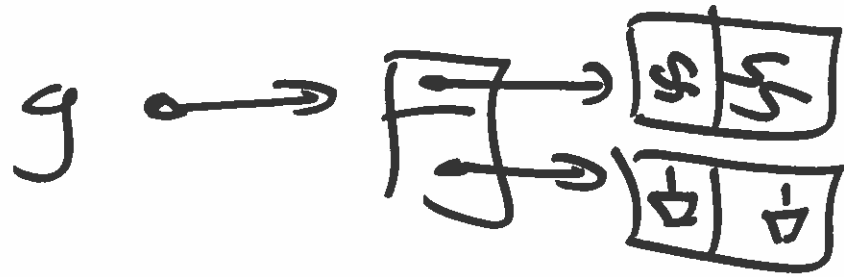
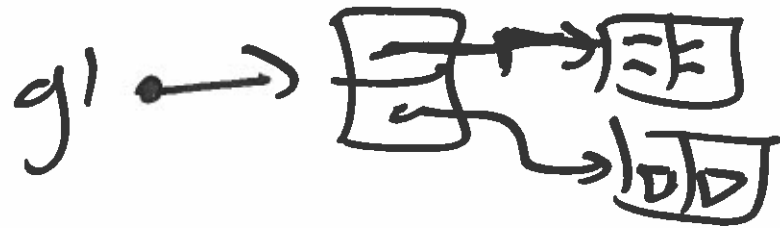
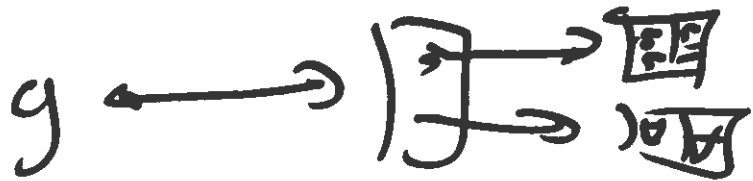


hideShips(grid);

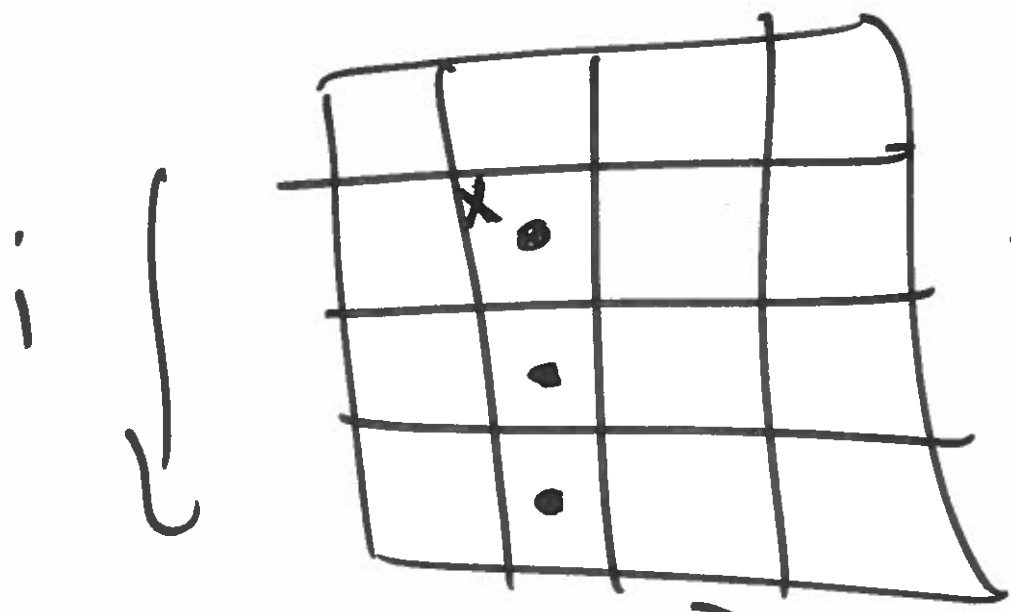




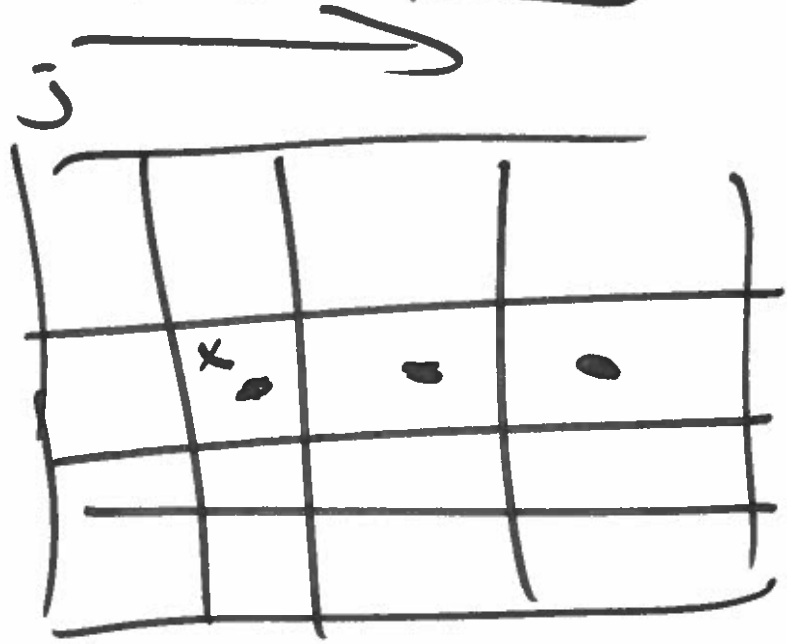
piece[][] g1 = Util.deepClone(g);



size = 3



isDown = true

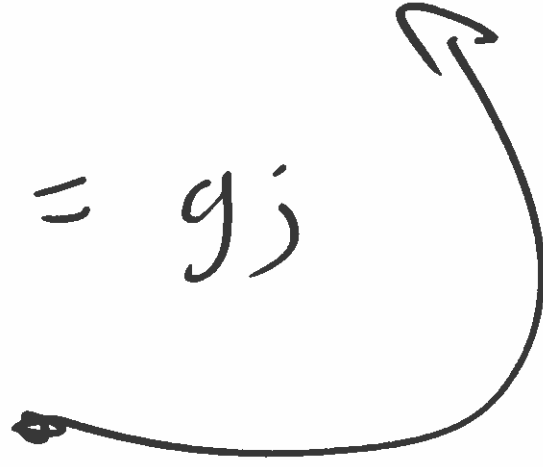


isDown = false

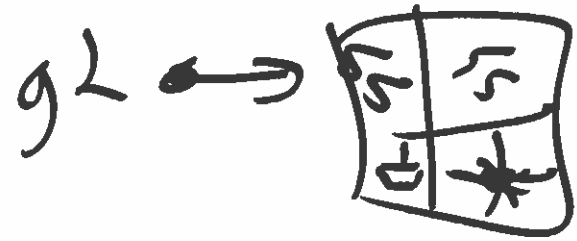


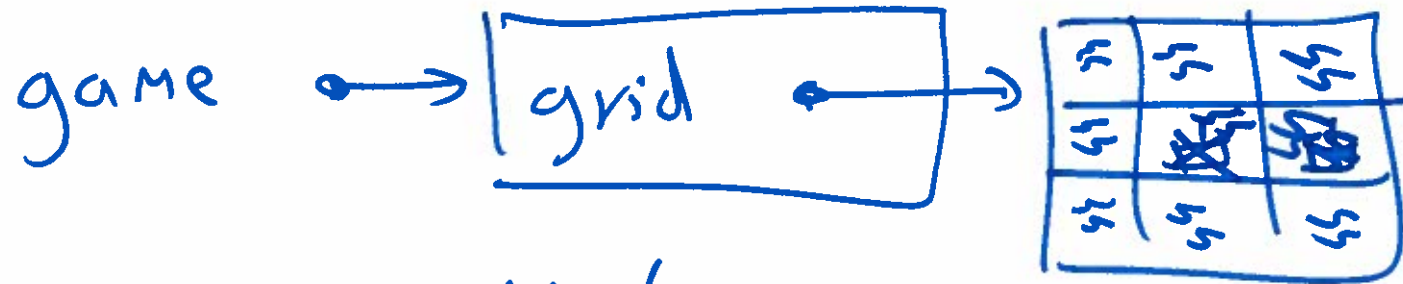
Grid(33) g1 = g2

g1



g2 = Util.deepClone(g);





```
System.out.println(game.getPlayerString());
```

Util. hideShips

g2

hideShips(g2)

