

Operation:	isOnStar(Action action, Location star)
Preconditions:	<ul style="list-style-type: none"> - The player should choose the place action instead of the exchange one. - The player should be the first player of the first counter of the game.
Postconditions:	<ul style="list-style-type: none"> - If it returns false, the player should regenerate the action. - The first word of the game will be placed on the star position of the Board.
Operation:	checkValidWord(Action action)
Preconditions:	<ul style="list-style-type: none"> - The player should choose the place action instead of the exchange one.
Postconditions:	<ul style="list-style-type: none"> - If it returns false, the player should regenerate the action. - If return true, the Board will continue on following validations.
Operation:	checkAdjacent(Action action)
Preconditions:	<ul style="list-style-type: none"> - The player should choose the place action instead of the exchange one. - This function should be called after the checking of the valid word.
Postconditions:	<ul style="list-style-type: none"> - If it returns false, the player should regenerate the action. - If it returns true, the action will be authorized by the validation step.

Operation:	giveTiles(Integer num, Player player)
Preconditions:	<ul style="list-style-type: none"> - The number should be bigger than 0, and should be no more than the number of inventory player currently has. - The action of the player should be validated first before the player could get the new tiles, or the failed tiles will be back to player. - The player should choose to place tiles instead of exchanging tiles.
Postconditions:	<ul style="list-style-type: none"> - The player will get a set of tiles to refill his/her inventory. - The corresponding set of tiles will be removed from the tilePackage.
Operation:	addScore(Action action, Player player)
Preconditions:	<ul style="list-style-type: none"> - The player should choose the place action instead of the exchange one. - The action of the player should be validated by the Board first.
Postconditions:	<ul style="list-style-type: none"> - The total scores created from the action will be added to the player's score.
Operation:	activeSpecialEffect(Action action)
Preconditions:	<ul style="list-style-type: none"> - The player should choose the place action instead of the exchange one. - The action of the player should be validated by the Board first.
Postconditions:	<ul style="list-style-type: none"> - If the locations of the new added tiles have specialTiles, their effects will be triggered, thus having effects on the calculating of the score of current action , the property of Board and the way Controller controls. - If multiple specialTiles are found, they will be activated in order of direction.

Operation:	addSpecialTile(Action action)
Preconditions:	<ul style="list-style-type: none"> - The action of the player should be validated first. - The player needs to have a special tile to place. - The location of the specialTile should not be overlapped with the locations of the new added tiles.
Postconditions:	<ul style="list-style-type: none"> - A special tile will added to the specialTile set of a location on the Board. - The special tile will only be seen by its owner.
Operation:	addTilesToBoard(Action action)
Preconditions:	<ul style="list-style-type: none"> - The action of the player should be validated first.
Postconditions:	<ul style="list-style-type: none"> - New added tiles will be added by the locations of the Board.
Operation:	checkNearWord(Action action)
Preconditions:	<ul style="list-style-type: none"> - The player should choose the place action instead of the exchange one. - This function should be called after the checking of the valid word.
Postconditions:	<ul style="list-style-type: none"> - If it returns false, the player should regenerate the action.