

Operation:

insertWord(ArrayList<Tile> tiles)

Preconditions:

- tiles are in player's rack or already in play on the board
- tiles <= [size of board]

Postconditions:

- tiles are assigned to squares on board
- the row/col of assigned tiles makes a valid word
- any existing score modifiers were implemented (if in same location as any letter tile from inserted word)
- any existing specials were activated, in order of insertion to the square (in case of multiples)
- score was updated accordingly
- player's rack was updated (removed used tiles, added new ones)