```
Iterator<Tile> tilesListIterator =
                  list.iterator();
              int line = 1;
                      line < t.getDimension()</pre>
                                                                                     \rightarrow int column = 1;
                          int column = 1;
                                                                                 column < t.getDimension()</pre>
                                                                                                                                return;
line++; ←F-
                    column <= t.getDimension()</pre>
                                                                     Tile tile = tilesListIterator.next();
                                                                     Position position = new Position(t.getDimension(), column);
                                                                     t.putTile(tile, position);
                                                                     this.positionsOfTiles.put(tile, position);
        Tile tile = tilesListIterator.next();
                                                                     column++
        Position position = new Position(line, column);
        t.putTile(tile, position);
        this.positionsOfTiles.put(tile, position);
        column++
```