



Notes:
NewTurn() communicates to all the clients the current player.
The BooleanBoard specifies all the pickable tiles.
Outcome signals the result of the action, either succes or error.
SelectFirstTile() and SelectSecondTile() indicate the first and the last tile selected, they are implemented with an unique command type SelectTile().
PutInColumn picks the tiles from the buffer and put them in the shelf.