



The user select with `getTile(x,y)` the tile with coordinates `x y`.

It is then checked by the rule of the free side by `check(x,y)` which return a Boolean `ok`.

The process is looped till the Boolean returned is true which means the tile picked is collectable.

The user can pick if possible, to a total of 3 tiles so the block of instruction is repeated 3 times.

Then the player have to select a column to insert all the selected tiles but we have to check first if it possible so its called `canInsert` which control if the number of free spaces in the column is \geq num.

Return a Boolean result `full` set true if there is no space to insert the tiles. Since we need a column, the process is looped till the player select a column with enough space.

In the end we insert the arraylist of tiles in the chosen column.