



There is a initial control controlspace() to check if actually exist space in the columns and return the max space found in a column in a int num (0 to a max of 3).

The first loop control that the user don't take more tiles than can fit using num as a max roof.

In the inner loop 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 is not forced to take num tiles (if num>1) and can decide to break the loop.

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 >= 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.

