# Operation Contracts

## Contract CO1: swapLokums

**Operation:** swapLokums(lokum1, lokum2)

**Cross References:** Use Cases: Pattern Move

**Preconditions:**  - The program is running.

- There is an active game.

- There are lokums eligible to form a pattern match.

- A Lokum instance lokum1 was created (instance creation)

- A Lokum instance lokum2 was created (instance creation)

**Postconditions:**  - lokum1.x is swapped with lokum2.x (attribute modification)

- lokum1.y is swapped with lokum2.y (attribute modification)

## Contract CO2: exitGame

**Operation:** exitGame()

**Cross References:** Use Cases: Exit Game

**Preconditions:**  - The program is running.

- There is an active game.

**Postconditions:**  - ConfirmationDialog instance cd is created (instance creation).

- cd is displayed to the player.