

Operation:

placesTiles(tile: Tile, location: Coordinate)

Cross References:

Use Cases: Process Game Playing

Preconditions:

The game is not over, the player is on his/her turn.

Postconditions:

- If the pass button was pressed. The player's turn was over, the game's round changed.  
(attribute modification)

- If the swap button was pressed. Certain number of tiles in the word rack were changed. The player's turn was over, the game's round changed.(attribute modification)

- If the play button was pressed.
  - If the tiles placed were not valid, the tiles were retreated to the player's word rack and let the player place again.
  - If the tiles placed were valid, a new score was calculated and added to player's score. The tiles in word rack were complemented to 7. The player's turn was over, the game's round changed.(attribute modification)
    - If the player bought special tiles, certain special tiles were created (instance creation), and added to special rack (association formed). The player's score was changed.
    - If the player use special tiles, certain special tiles were removed from special rack, and added to the board's word tile free location, which was visible to this player only.(attribute modification)
    - If the tiles met bonus squares, the letter bonus squares were first found and added to the score, and then word bonus squares were found and multiplied by the existing score.
    - If the tiles met special tile squares, the boom squares were first found and affected scored, the boomed tiled were removed; then negative squares were found and affected score; then bonus squares were found and added bonus points to score; then reverse squares were found and game's order flag was changed. Finally the triggered special tiles were removed from board.