

## Behavioral contract - Bar Graph

Operation	checkTilesValidation(Move)
Precondition	The inventory it checked should belong to the player who gave the move.
Postcondition	Otherwise, the player could place this tile and check its location. If it return false, the move is invalid and the player should try another tile.

Operation	isOnStart()
Precondition	The checkTilesValidation(Move) should be true. The player should be the first one placing the first tile.
Postcondition	If it returns true, the player placed the tile on the star position. Otherwise, the move is invalid and the first player should re-place it again.

Operation	checkInLine()
Precondition	The checkTilesValidation(Move) should be true.
Postcondition	If it returns true, the placed tiles are in a straight line. Otherwise, the move is invalid and the player should place again.

Operation	isAdjacent()
Precondition	The checkTilesValidation(Move) should be true.
Postcondition	If it returns true, the placed tiles in this move are adjacent to the existed tiles. Otherwise, the move is invalid and the player should place again.

Operation	isOnSpecialTiles()
Precondition	The method mentioned above all must be true, which means the move is valid.
Postcondition	If it returns true, count how many Special Tiles there are at the position and call all runSpecialTiles() method. Otherwise, it is just a normal tile.

Operation	updateScore(Score)
Precondition	The placeTiles(Tile) is valid and gets score by getScore(Set<Tile>) method.
Postcondition	The player's score will be updated after placing tiles and special tiles running.

Operation	getTiles(Move move)
Precondition	The placeTiles(Tile) is valid and the number of tiles is less than what an inventory could have. Also, the Tile Package should have enough tiles.
Postcondition	The number of tiles a player has equals to what an inventory could have currently. And the Tile Package loses these tiles.