

Behavioral contract - Bar Graph

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

Operation	isOnStart()
Precondition	The checkInventory(Move) and isFirstMove(Move) should be true even though there were previous moves invalid or challenged to be invalid.
Postcondition	If it returns true, the move is valid in some extent and should be check for other parts. Otherwise, the move is invalid and the first player should re-place it again.

Operation	checkInLine()
Precondition	The checkInventory(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 checkInventory(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, call activateSp() method of the special tile. Otherwise, it is just a normal tile.

Operation	updateScore(Score)
Precondition	The checkValidation(Move) should be true, which means all operation above except isOnSpecialTile() should be true.
Postcondition	The player's score will be updated after scores of words counted and special tile activated.

Operation	activateSp(SpecialTile)
Precondition	isOnSpecialTile() should be true.
Postcondition	Board and player's score and tiles will be updated by the effect of the special tile.