Behavioral Contract

Precondition:

The number of tiles that player put should be greater than 0.

The tile that player put should be included in the 7 tiles that player holds.

The tiles that player put should form a right word in dictionary

The tiles that player put should at valid location

Postcondition

The tiles are put on board.

The special tile (if any) should be triggered where the tile is put.

The scores are calculated.