**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.