**Method Contract** : placeMule

**Signature:** +placeMule (muleType: int) : void

where placeMule is a public instance method of the Tile class and muleType is an integer value corresponding to different types of mules. The method sets the variable mulePlanted as true within a Tile object and it sets the hasMule to false and typeMule to 0 in the player class

**Precondition**: If mulePlanted in a Tile object is false and the player accessing the method is the owner of the tile.

**Postcondition:** mulePlanted=true, hasMule=false, typeMule=0.