

The player has to choose the starting cell by entering its coordinates. If the coordinates are not between 1 and 9, the Server throws an OutOfBoardExcetpion, if the starting cell is not valid or blank or has not a free side, the Server throws an InvalidCellException. If the choice is not valid, the player must re-enter the coordinates.

Now, the player has to choose a direction (north, south, est, west) and a number of tiles that he/she wants to pick. If the number of tiles is not between 1 and the maximum number of tiles pickable (calculated before), the Server throws an InvalidNumberOfTilesException. If the direction is not 's', 'n', 'e' or 'w', the Server throws an InvalidDirectionException. If the other cells chosen are not valid, blank or have not a free side the Server throws an InvalidCellException. If the other cells are outside of the board the Server thows an InvalidDirectionException. The Server sends the chosen tiles to the player and asks the player to choose the order of insertion in the library of the tiles. The tiles are numbered and the player must insert the index the tile in the desiderd order, if the numbers are not between 1 and the number of tiles chosen or a number is written two or more times, the Server throws an InvalidTileIndexInLittleHandException.

The client handler and the servler handler are not in this diagram but are in the project.