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The user attempts to move a worker

Operation:

- moveWorker(int row, int col, Worker worker)

Cross References:

- Move a worker (Assuming cross reference just refers to the context/scenario of this action)

Preconditions:

- It is that player's turn
- The player inputs a row, a col, and a worker
- isLegalMove
 - $0 \leq \text{row} \ \&\& \ \text{row} < \text{numRows}$
 - $0 \leq \text{col} \ \&\& \ \text{col} < \text{numCols}$
 - row and col is not occupied by another worker
 - row and col does not have a dome on it
 - row and col is either equal or one greater than worker height

Postconditions:

- The worker's row, col, and height is updated
- The previous cell on the board is updated to not occupied
- The current cell on the board (at row, col) is updated to be occupied