





Operation: makeMove(tile, row, col)

Preconditions: There is at least one tile in the tileStack.  
There is a tileInHand (i.e a tile that was drawn from the stack for this turn),

Postconditions: The board contains the tile in the specified location.  
The followers in any features completed by that tile placement have been returned to the appropriate players.  
The scores of all players have been updated to reflect any newly completed features.  
All features surrounding the newly placed tile have updated to encompass newly abutting features on the new tile if appropriate.





