



```
class
```

```
↳ RupeGoldbergSolver(ABC):
```

```
↳ def
```

```
↳ hangthem(self,
```

```
↳ components:
```

```
↳ List[Component])
```

```
↳ ->
```

```
↳ Solution:
```

```
↳ """
```

```
↳ What
```

```
↳ if
```

```
↳ we
```

```
↳ hang
```

```
↳ the
```

```
↳ first
```

```
↳ component,
```

```
↳ and
```

```
↳ let
```

```
↳ the
```

```
↳ others
```

```
↳ hang
```

```
↳ below
```

```
↳ it?
```

```
↳ """
```

```
↳ def
```

```
↳ push(self,
```

```
↳ components:
```

```
↳ List[Component],
```

```
↳ force:
```

```
↳ float)
```

```
↳ ->
```

```
↳ Solution:
```

```
↳ """
```

```
↳ What
```

```
↳ if
```

```
↳ we
```

```
↳ fix
```

```
↳ one
```

```
↳ endpoint,
```

```
↳ and
```

```
↳ we
```

```
↳ compress
```

```
↳ it?
```

```
↳ """
```

```
↳ def
```

```
↳ pull(self,
```

```
↳ components:
```

```
↳ List[Component],
```

```
↳ force:
```

```
↳ float)
```

```
↳ ->
```

```
↳ Solution:
```

```
↳ """
```

```
↳ What
```

```
↳ if
```

```
↳ we
```

```
↳ fix
```

```
↳ one
```