1   Evolution

- Consists of a large number and variety of "steps" or solvers

- Each time a system evolves through one of steps, or meets some other criteria, it is then "handed off" to one of these solvers, which then calculates how it evolves

- These steps are largely from MESA (?)

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Use

- You create a class, like "pop"

- onto this class you pass all of your evolution augments, properties, configs, etc

- this largely boils down to *how* to evolve and *what* to evolve

- then you "evolve" this class

- that allows you to use a "manager" to view the simulated data. This manager is a subclass called by "pop".manager

- the simulated binaries are stored as objects, where each object is the binary, *which itself* also holds objects for each of the stars

Custom Single Binary Evolution

- you can once more create a class with the properties of your system. This includes initial time, masses, states, etc

- then you pass .evolve to it again

- then you can repeat above