class World implements DomainGenerator

    generateDomain()

class State implements MutableState

    Constructor(x, y)

    set(variableKey, value)

    variableKeys()   ←—— keys distinguish states from each other:

    get(variableKey)   locations of line + agents

    copy()   ↳ features

class Model implements FullStateModel

    Constructor()

    stateTransitions(state, action) ←

    sample(state, actions)   ←—— takes random action

    actionDir(action)

    moveResult(curX, curY, direction) ← inBounds etc

```
class TerminalF implements TerminalFunction
    Constructor (goalX, goalY)
    isTerminal (state)


class RewardF implements RewardFunction
    reward (state, action, stateprime)
```