Board :

board_size : int

cells : dict[Cell] → coords as keys

blacks
whites : dict[Cell] → sub-dict of cells, may need to reuse
empties

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check_win() → int

display() → void

set(colour, coord) → void

swap() → void

unset(coord)

Cell :

coord : Coord

status : status_const

neighbours : list[Coord] } may need to reuse

twoBridges : dict[TwoBridge] → only added if non-empty cell here

---

populate_neighbours() → void

populate_twoBridges() → void → Cell will ask TwoBridge, who needs access to the board to know

---

Coord :

x : int
y : int
name : str

__hash__() → int
__eq__(str) → bool

static: str2coord(str) → Coord

TwoBridge :

coord : Coord

origin : Coord

dependencies : (Coord, Coord)

status : int → successful / to-be successful / failed / jeopardised

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updateStatus(board) → status