Board: → the Board object belongs to Bot

    board-size: int
    cells: dict[Cell] → coords as keys
    blacks
    whites: dict[Cell] → sub-dict of cells, may need to reuse
    empties

    _____  _____
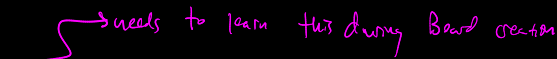
    check-win () ⟶ int
    display () ⟶ void
    set (colour, coord) ⟶ void
    swap () ⟶ void
    unset (coord)

―――――――――――――――――――

Cell: board_size: int → needs to learn this during Board creation
    coord: Coord
    color: Color
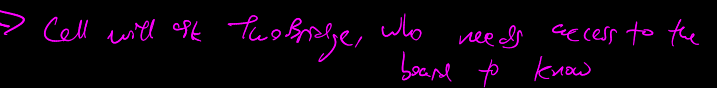    neighbours: list[Coord] ⎫ may need to reuse
    twobridges: dict[TwoBridge] ⎭
    ___ _ ___ → only added if non-empty cell here

only during ⎧ populate-neighbours() ⟶ void
constructor ⎨ populate-twobridges() ⟶ void → Cell will set TwoBridge, who needs access to the board to know
           ⎩

――――――――――――

Coord:

    x: int
    y: int
    name: str

    _____

    __hash__() ⟶ int
    __eq__(str) ⟶ bool

    static str2coord(str) ⟶ tuple
    static coord2str(tuple) ⟶ str

TwoBridge:

    coord: Coord
    origin: Coord
    dependencies: (Coord, Coord)
    status: Status          Status: ⎧ successful
                                    ⎪ halfway
    _____  _____            ⎨ to-be successful
                                    ⎪ failed
    updateStatus(board) ⟶ Status    ⎩ jeopardized