State Interface class

* What are the methods defined on the state object
* Text

  Description automatically generatedDef Successor – All valid action state pairs from the current state
* Def \_\_hash\_\_(self) (Compute a hash value from them McState object.)
* Text

  Description automatically generated
* Def \_\_eq\_\_ equals method (check the equality of current object with another object
* Text

  Description automatically generated
* Def \_\_str\_\_(self.other) returns the state as a string
* Text

  Description automatically generated
* Are we sure that the State in any problem domain will have these methods?
* No some problems would require different methods.
* While these methods may/may not exist in any problem state, can you write the program code of these methods without knowing what problem domain it is?