```
<<interface>>
                                         Memory
              +getRelevantPartialBoardStates(): List<RelevantPartialBoardState>
              +putOption(option:Option FOL)
              +getGradedOptions(): List<Pair<Option FOL, Double>>
              +OptionChosen(option:Option FOL)
              +BeginOfGame()
              +EndOfGame(status:GameStatus,score:int)
              +getLastWonGames(n:int): List<Game>
              +getLastLostGames(n:int): List<Game>
              +getAllRPBS(n:int): List<Pair<RelevantPartialBoardState, Double>>
              +putRelevantStructure(rpbs:RelevantPartialBoardState): long
              +addAssociation(cbs_id:long,rpbs:RelevantPartialBoardState)
  <<interface>>
                                                                       <<interface>>
                                                                   SemanticMemory
EpisodicMemory
                                      ActiveMemory
          Neo4jEpisodicMemory
                                                       Neo4jSemanticMemory
```