Memory
Interface

```
+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)
```