```java
package cs251.lab2;

public interface OthelloModel {

    public enum Result {
        LIGHT_WINS, DARK_WINS, DRAW, GAME_NOT_OVER

        private Result() {
            // compiled code
        }
    }

    public enum Piece {
        LIGHT, DARK, EMPTY
        private final char symbol;

        private Piece(char c) {
            // compiled code
        }

        public char toChar() {
            // <editor-fold defaultstate="collapsed" desc="Compiled Code">
            /* 0: aload_0
             * 1: getfield     cs251/lab2/OthelloModel$Piece.symbol:C
             * 4: ireturn
             * */
            // </editor-fold>
        }
    }
    public static final int DEFAULT_SIZE = 8;

    public int getSize();

    public void startNewGame();

    public String getBoardString();

    public Piece getCurrentTurn();

    public Result handleClickAt(int i, int i1);

    public void setComputerPlayer(String string);
}
```