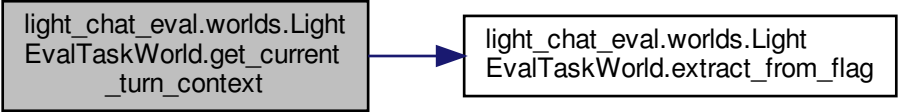


```
light_chat_eval.worlds.Light  
EvalTaskWorld.get_current  
_turn_context
```



```
graph LR; A["light_chat_eval.worlds.Light  
EvalTaskWorld.get_current  
_turn_context"] --> B["light_chat_eval.worlds.Light  
EvalTaskWorld.extract_from_flag"]
```

```
light_chat_eval.worlds.Light  
EvalTaskWorld.extract_from_flag
```