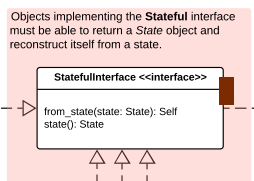
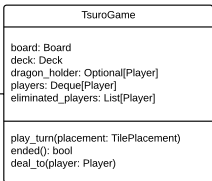
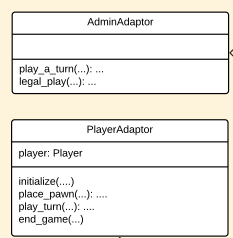
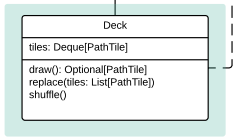
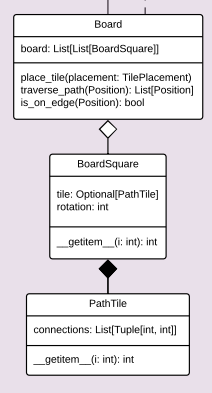
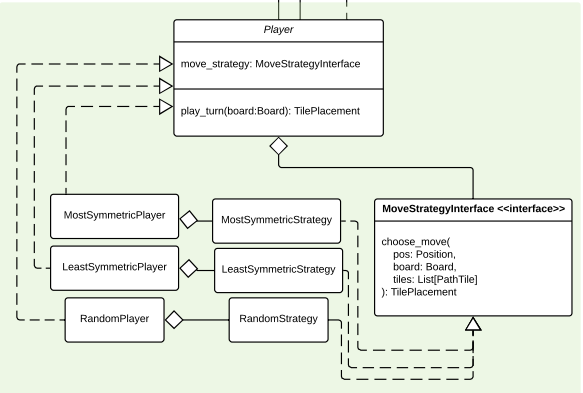
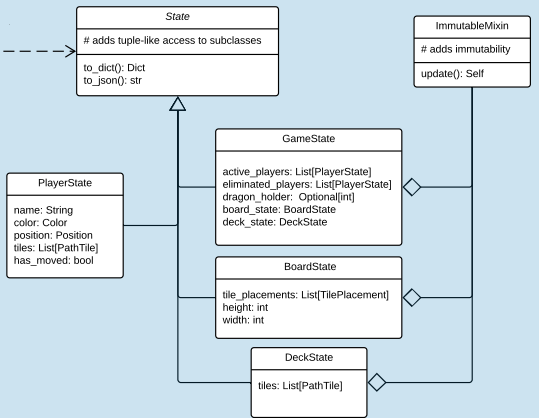


Adaptor classes adapt our private interface to the class's standard interfaces.



States are serialized representations of objects (used just like tuples). We use them to declare a lot of testing scenarios with StatefulInterface.from_state().



Immutable representations of composite objects (e.g. a unique position on the board) for cleaner method signatures.

