

## gotypes.py

**Player**(enum Enum) - other

**Point**(namedtuple) - neighbors

## goboard.py

**Move**

- play
- pass\_turn
- resign

point  
is\_play  
is\_pass  
is\_resign

**GoString**

- add\_liberty
- remove\_liberty
- merge\_with
- num-liberties
- eq

color  
stones  
liberties

**Board**

- place\_stone
- is\_on\_grid
- get
- get-go-string
- remove-string

num\_rows  
num\_cols  
-grid

**GameState**

- apply-move
- new\_game\_situation
- is-over
- is-move-self-capture
- situation
- does\_move\_violate\_ko
- is-valid-move

board  
next-player  
previous\_state  
last\_move

## helpers.py

- is\_point\_on\_eye

## base.py

**Agent** - select\_move

## naive\_agent.py

**RandomBot**(Agent) - select\_move

## bot\_vs\_bot.py

- print\_move  
- print\_board  
- main