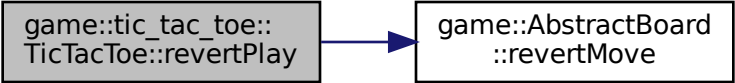


game::tic\_tac\_toe::  
TicTacToe::revertPlay



```
graph LR; A["game::tic_tac_toe::  
TicTacToe::revertPlay"] --> B["game::AbstractBoard  
::revertMove"]
```

game::AbstractBoard  
::revertMove