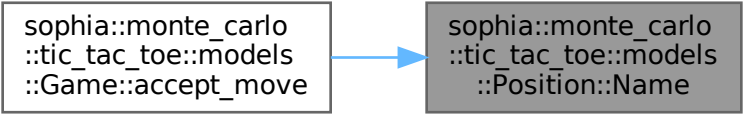


```
sophia::monte_carlo  
::tic_tac_toe::models  
::Game::accept_move
```



A diagram illustrating a function call. A light gray box on the left contains the code `sophia::monte_carlo`, `::tic_tac_toe::models`, and `::Game::accept_move`. A blue arrow points from this box to a darker gray box on the right. The darker gray box contains the code `sophia::monte_carlo`, `::tic_tac_toe::models`, and `::Position::Name`.

```
sophia::monte_carlo  
::tic_tac_toe::models  
::Position::Name
```