

sophia::examples::tic
_tac_toe::observer::Subject

- observers_

+ add_observer()

+ notify()



sophia::examples::tic
_tac_toe::models::Game

- x_

- o_

- game_states_

+ Game()

+ ~Game()

+ Assign()

+ game_over()

+ active_player()

+ accept_move()

+ print()

+ Assign()