

sophia::monte_carlo
::tic_tac_toe::observer
 ::Subject

- observers_

+ add_observer()

+ notify()



sophia::monte_carlo
::tic_tac_toe::models::Game

- x_

- o_

- game_states_

+ Game()

+ ~Game()

+ Assign()

+ game_over()

+ active_player()

+ accept_move()

+ print()

+ Assign()