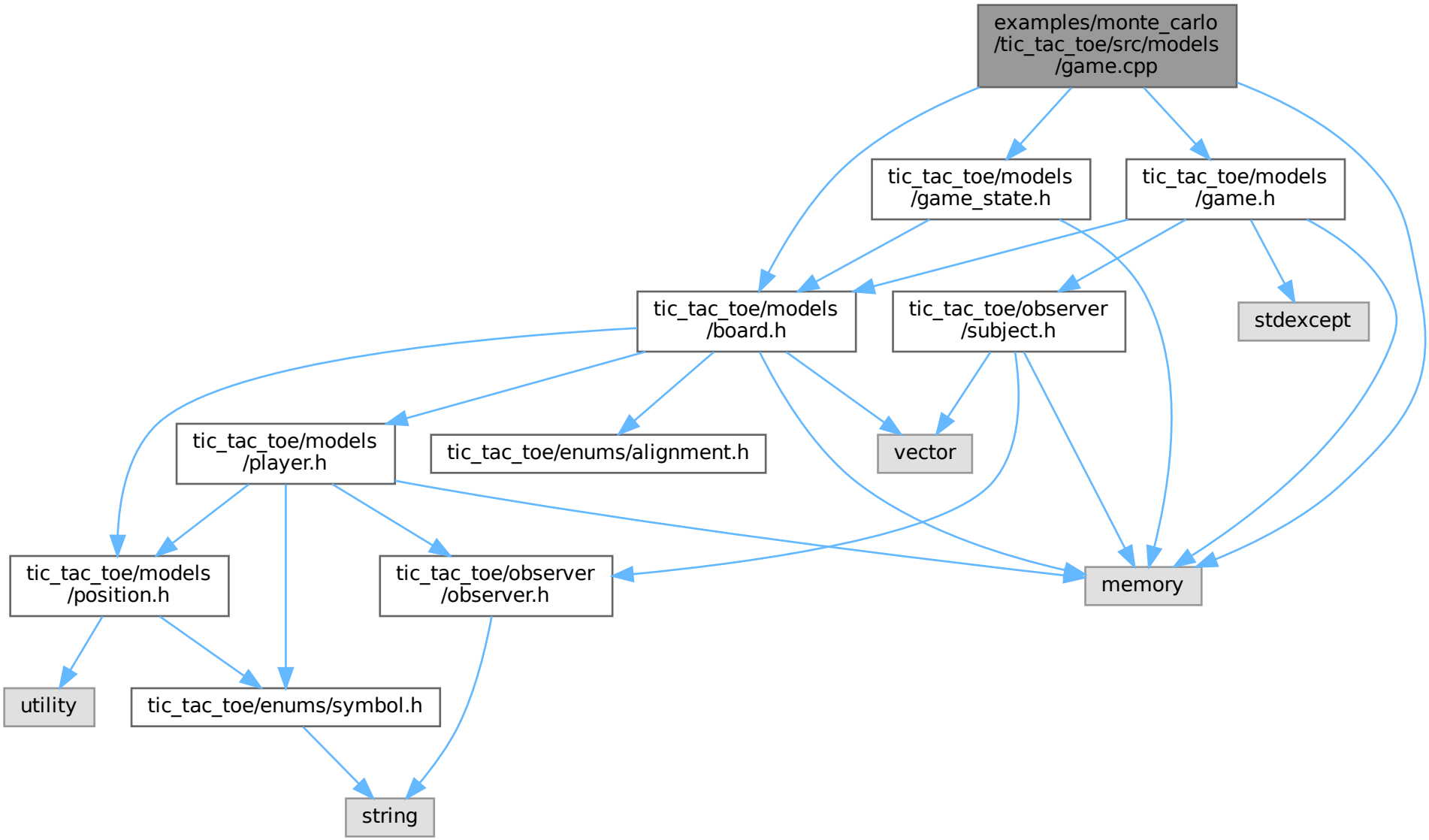
examples/monte_carlo/tic_tac_toe/src/models/game.cpp
tic_tac_toe/models/game_state.h
tic_tac_toe/models/game.h
tic_tac_toe/models/board.h
tic_tac_toe/observer/subject.h
stdexcept
tic_tac_toe/models/player.h
tic_tac_toe/enums/alignment.h
vector
tic_tac_toe/models/position.h
tic_tac_toe/observer/observer.h
memory
utility
tic_tac_toe/enums/symbol.h
string