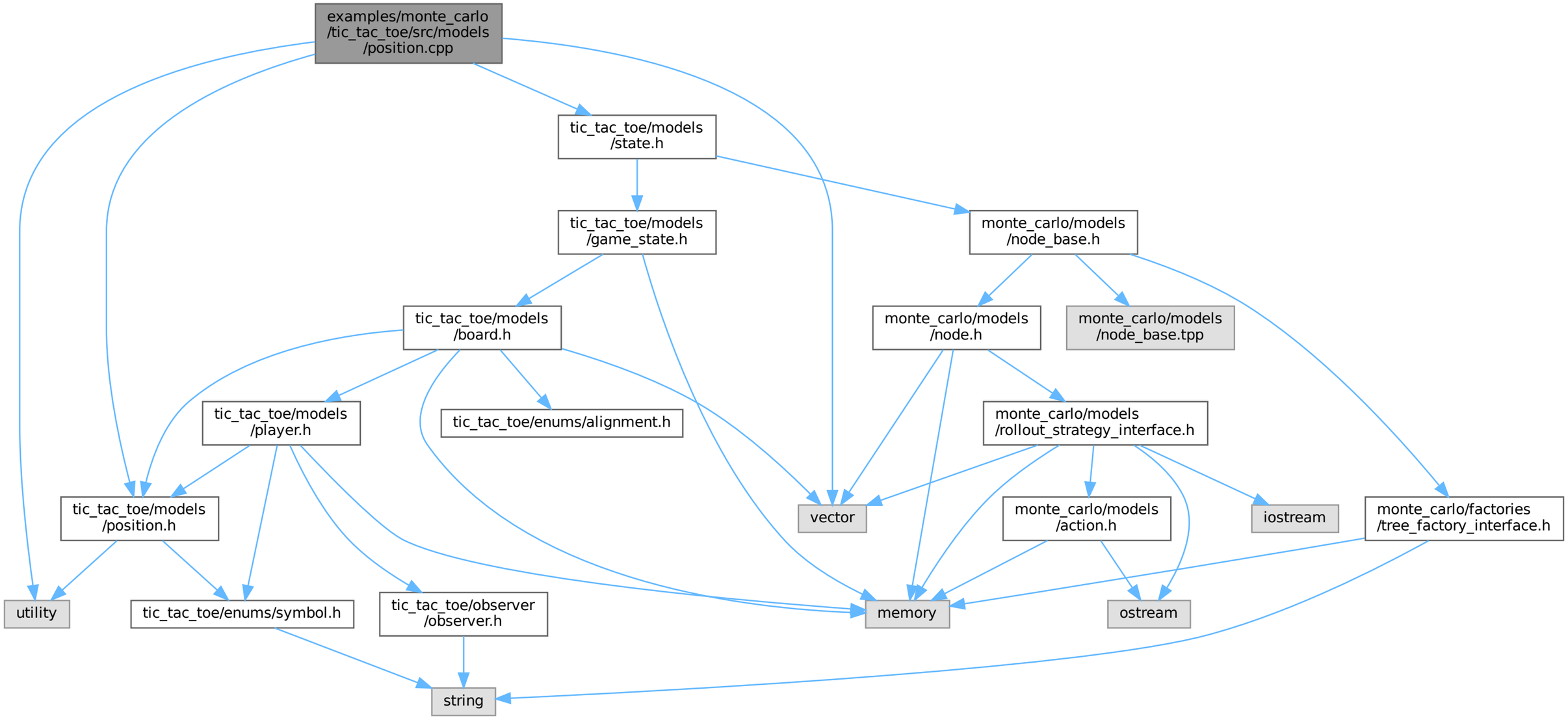
examples/monte_carlo/tic_tac_toe/src/models/position.cpp
tic_tac_toe/models/state.h
tic_tac_toe/models/game_state.h
monte_carlo/models/node_base.h
tic_tac_toe/models/board.h
monte_carlo/models/node.h
monte_carlo/models/node_base.tpp
tic_tac_toe/models/player.h
tic_tac_toe/enums/alignment.h
monte_carlo/models/rollout_strategy_interface.h
tic_tac_toe/models/position.h
vector
monte_carlo/models/action.h
iostream
monte_carlo/factories/tree_factory_interface.h
utility
tic_tac_toe/enums/symbol.h
tic_tac_toe/observer/observer.h
memory
ostream
string