

```
std::enable_shared  
_from_this< Player >
```

```
sophia::monte_carlo  
::tic_tac_toe::observer  
::Observer
```

+ Update()

```
sophia::monte_carlo  
::tic_tac_toe::models  
::Player
```

m_player_symbol_

+ Player()
+ ~Player()
+ symbol()
+ NextMove()
+ Value()

```
sophia::monte_carlo  
::tic_tac_toe::models  
::Human
```

+ Human()
+ NextMove()
+ Update()