

```
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()
```

