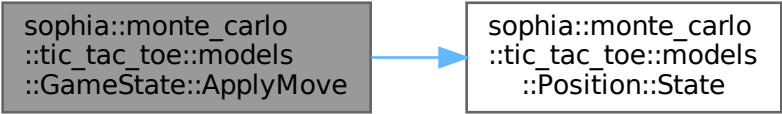


```
sophia::monte_carlo  
::tic_tac_toe::models  
::GameState::ApplyMove
```



A diagram illustrating a function call or state transition. A blue arrow points from the 'ApplyMove' method in the 'GameState' namespace to the 'Position::State' object in the 'models' namespace.

```
sophia::monte_carlo  
::tic_tac_toe::models  
::Position::State
```