

sophia::examples::tic  
\_tac\_toe::observer::Subject

- observers\_

+ add\_observer()

+ notify()



sophia::examples::tic  
\_tac\_toe::models::Game

- x\_

- o\_

- game\_states\_

+ Game()

+ ~Game()

+ Assign()

+ game\_over()

+ active\_player()

+ accept\_move()

+ print()

+ Assign()