```
std::enable shared
   from this - Action >
   sophia::monte carlo
     ::models::Action
+ Action()
+ ~Action()
+ Name()
+ UpperConfidenceBound()
+ Generate()
+ Source()
+ Target()
 sophia::monte carlo
 ::models::ActionBase
 < GameState, Position >
        m factory
   #
   #
        m_source_
   #
        m target
   #
       m change
   +
      ActionBase()
       Source()
   +
       Target()
   +
 sophia::examples::tic
  tac_toe::models::Move
       Move()
        Name()
         Generate()
```