

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()