```
std::enable_shared
   from this Action >
                               sophia::examples::tic
                               tac toe::models::Position
   sophia::monte carlo
                                    m row index
     ::models::Action
                                    m column index
                                    m state
+ Action()
                                    Position()
+ ~Action()
                                    Position()
+ Name()
                                    Name()
+ UpperConfidenceBound()
                                    Coordinates()
+ Generate()
                                    State()
+ Source()
                                    WithState()
+ Target()
                                +
                                    parse move()
                                    is valid()
                                +
                                       #m_change
                        sophia::monte carlo
                        ::models::ActionBase
                        < GameState, Position >
                          #
                               m factory
                          #
                               m source
                              m_target_
                              ActionBase()
                          +
                          +
                               Source()
                              Target()
                          +
                        sophia::examples::tic
                        tac toe::models::Move
                                Move()
                          +
                                Name()
                           +
                                Generate()
```