```
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::monte carlo
::tic tac toe::models::Move
       Move()
         Name()
   +
         Generate()
```