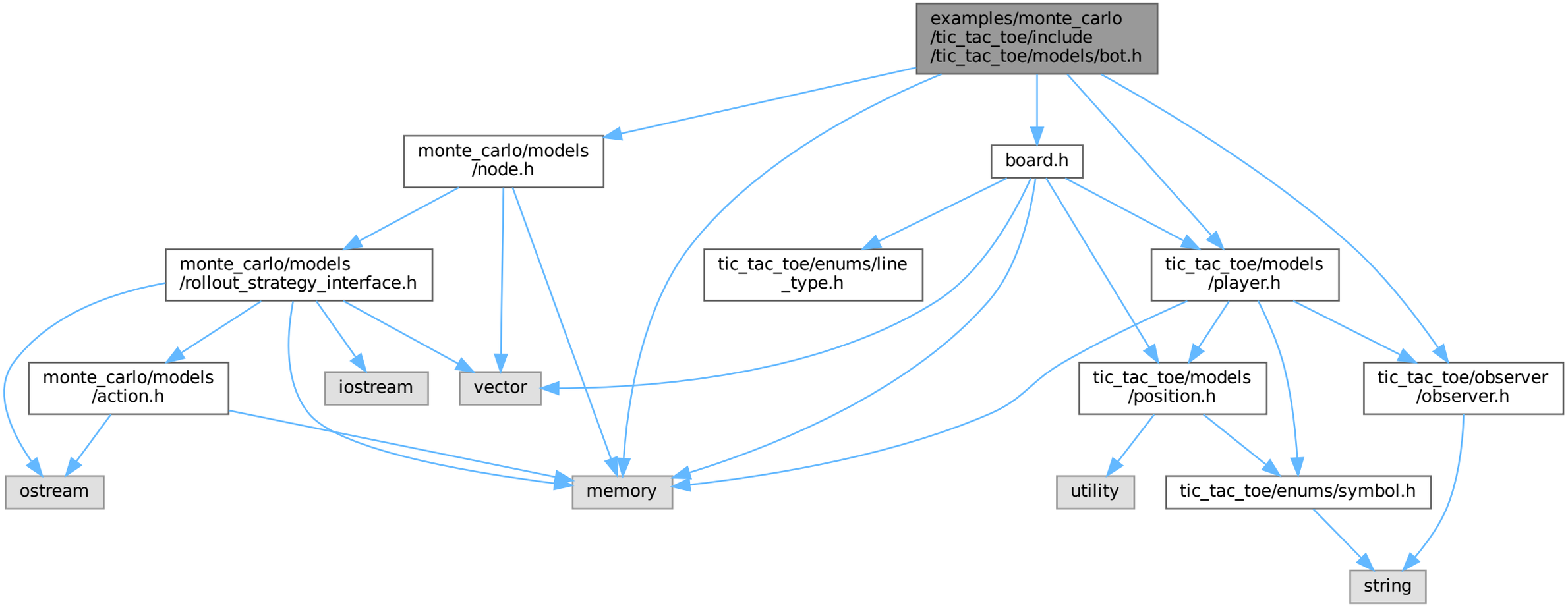
examples/monte_carlo/tic_tac_toe/include/tic_tac_toe/models/bot.h
monte_carlo/models/node.h
board.h
monte_carlo/models/rollout_strategy_interface.h
tic_tac_toe/enums/line_type.h
tic_tac_toe/models/player.h
monte_carlo/models/action.h
iostream
vector
tic_tac_toe/models/position.h
tic_tac_toe/observer/observer.h
ostream
memory
utility
tic_tac_toe/enums/symbol.h
string