sophia::monte_carlo ::tic_tac_toe::observer ::Subject
- observers_
+ add_observer()
+ notify()

sophia::monte_carlo ::tic_tac_toe::models::Game
- x_
- o_
- game_states_
+ Game()
+ ~Game()
+ Assign()
+ game_over()
+ active_player()
+ accept_move()
+ print()
+ Assign()