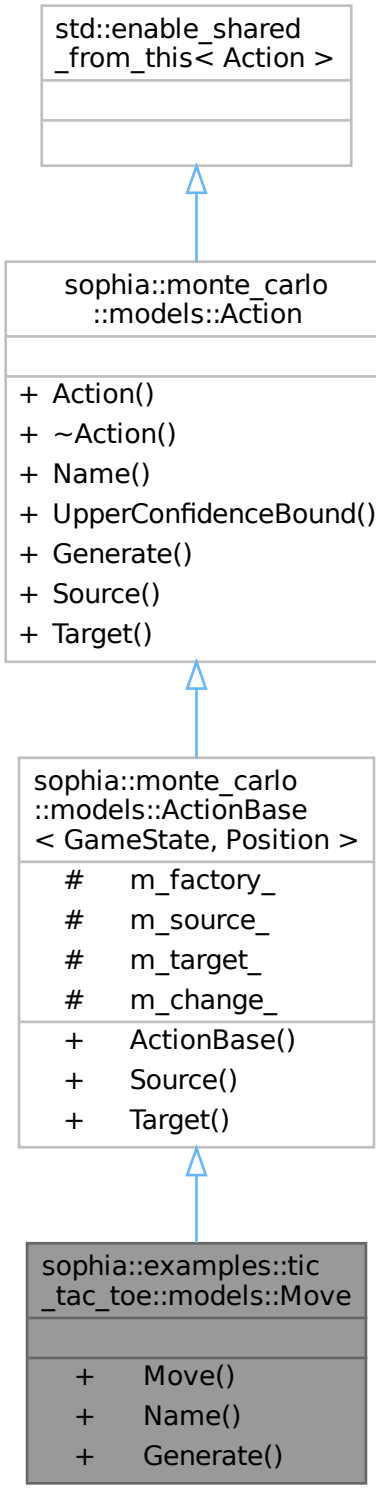
std::enable_shared
_from_this< Action >
sophia::monte_carlo
::models::Action
+ Action()
+ ~Action()
+ Name()
+ UpperConfidenceBound()
+ Generate()
+ Source()
+ Target()
sophia::monte_carlo
::models::ActionBase
< GameState, Position >
m_factory_
m_source_
m_target_
m_change_
+ ActionBase()
+ Source()
+ Target()
sophia::examples::tic
_tac_toe::models::Move
+ Move()
+ Name()
+ Generate()