```
sophia::examples::tic
_tac_toe::observer::Subject

+    add_observer()
+    notify()
```

```
sophia::examples::tic
_tac_toe::models::Game

+    Game()
+    ~Game()
+    Assign()
+    game_over()
+    active_player()
+    accept_move()
+    print()
+    Assign()
```