

smartPlayer::calculateMove



```
graph LR; A[smartPlayer::calculateMove] --> B[smartPlayer::minimax]; B --> B;
```

The diagram illustrates a function call. A light gray box on the left contains the text 'smartPlayer::calculateMove'. A straight blue arrow points from its right side to a dark gray box on the right containing 'smartPlayer::minimax'. Above the dark gray box, a curved blue arrow loops back to its left side, indicating a recursive call.

smartPlayer::minimax