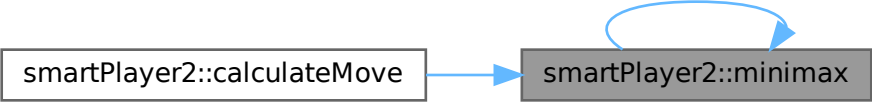


smartPlayer2::calculateMove



```
graph LR; A[smartPlayer2::calculateMove] --> B[smartPlayer2::minimax]; B --> B;
```

The diagram illustrates a function call. A light gray box on the left contains the text 'smartPlayer2::calculateMove'. A straight blue arrow points from its right side to a dark gray box on the right containing the text 'smartPlayer2::minimax'. A curved blue arrow originates from the top of the dark gray box and points back to its top, indicating a recursive call or a self-loop.

smartPlayer2::minimax