

AIPlayer::calculateMove

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

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

AIPlayer::minimax