

Diamond_Tic_Tac_Toe
_UI::get_move

```
graph LR; A[Diamond_Tic_Tac_Toe_UI::get_move] --> B[Player::get_symbol]; A --> C[Player::get_type];
```

The diagram illustrates a function call sequence. A gray rectangular box on the left contains the text 'Diamond_Tic_Tac_Toe' on the top line and '_UI::get_move' on the bottom line. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Player::get_symbol'. The bottom arrow points to another white rectangular box containing 'Player::get_type'. All boxes have a thin black border.

Player::get_symbol

Player::get_type