

wordSmartPlayer::calculate
Move2

```
graph LR; A[wordSmartPlayer::calculateMove2] --> B[wordSmartPlayer::minimax]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is white with a black border and contains the text 'wordSmartPlayer::calculateMove2'. A straight blue arrow points from the right side of this box to the left side of the right box. The right box is gray with a black border and contains the text 'wordSmartPlayer::minimax'. A curved blue arrow starts from the top of the right box and points back to the top of the same box, indicating a recursive call.

wordSmartPlayer::minimax