

FourFourAIPlayer::condition

```
graph LR; A[FourFourAIPlayer::condition] --> B[Player::get_board_ptr]; A --> C[Player::get_symbol];
```

The diagram illustrates a call from the `FourFourAIPlayer::condition` method to two methods of the `Player` class. The source node is a gray rectangle on the left, and the target nodes are white rectangles on the right. Two blue arrows originate from the right side of the source node and point to the left side of each target node.

Player::get_board_ptr

Player::get_symbol