

Four\_in\_a\_row\_UI::get\_move

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

The diagram illustrates a function call. A gray rectangular box on the left contains the text 'Four\_in\_a\_row\_UI::get\_move'. 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