

Games.TryIma.ServerTest.calculatingMove

Games.TryIma.ServerTest.who
WinTheGame

Game.Game.getBoard

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graph LR; A[Games.TryIma.ServerTest.calculatingMove] --> C[Game.Game.getBoard]; B[Games.TryIma.ServerTest.who WinTheGame] --> C;
```

The diagram illustrates a dependency or call relationship. Two source nodes on the left point to a single target node on the right. The top source node is 'Games.TryIma.ServerTest.calculatingMove'. The bottom source node is 'Games.TryIma.ServerTest.who WinTheGame'. The target node is 'Game.Game.getBoard'. All nodes are rectangular boxes with black borders. The target node has a light gray fill, while the source nodes are white. Blue arrows connect each source node to the target node.