


AiPlayer::decideJail



```
graph LR; A[AiPlayer::decideJail] --> B[Player::getJailStatus];
```

The diagram illustrates a function call. On the left, a white rectangular box with a black border contains the text 'AiPlayer::decideJail'. A dark blue arrow points from the right side of this box to the left side of a second rectangular box on the right. This second box has a light gray fill and a black border, and it contains the text 'Player::getJailStatus'.

Player::getJailStatus