

CPUPlayer.postposableLuck
CardChoice



```
graph LR; A["CPUPlayer.postposableLuck  
CardChoice"] --> B["Card.getType"]
```

A diagram illustrating a method call. On the left, a gray rectangular box contains the text "CPUPlayer.postposableLuck" on the top line and "CardChoice" on the bottom line. A dark blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "Card.getType".

Card.getType