:Pinochle	:ConfigurableGameAI	:DecisionTypeChain (BID)	:DecisionTypeChain (CARD_DISCARD)	:DecisionTypeChain (CARD_PLAY)

makeDecision(DecisionRequest)

To demonstrate polymorphism,
it should actually be a specific type

alt   [Routing decision type: BID]

handleRequest(BidRequest)

return BidDecision

[Routing decision type: CARD_DISCARD]

handleRequest(GeneralCardDecision)

return GeneralCardDecision (discard)

[Routing decision type: CARD_PLAY]

handleRequest(GeneralCardDecision)

return GeneralCardDecision (play)

return DecisionType

Note: As the code may have more details, only the simplified part of the sequence diagram is shown here to assist in understanding

Will each chain of responsibility automatically determine what strategy to implement based on internal priorities and whether it can be handled