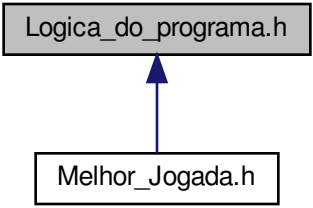


Logica_do_programa.h



```
graph BT; A[Melhor_Jogada.h] --> B[Logica_do_programa.h]
```

A diagram showing a dependency between two header files. At the bottom is a white box labeled 'Melhor_Jogada.h'. A blue arrow points vertically upwards from this box to a gray box at the top labeled 'Logica_do_programa.h'.

Melhor_Jogada.h