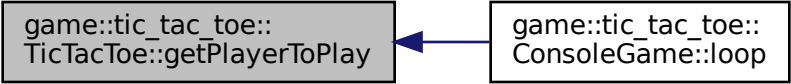


```
game::tic_tac_toe::  
TicTacToe::getPlayerToPlay
```



```
graph LR; A["game::tic_tac_toe::  
ConsoleGame::loop"] --> B["game::tic_tac_toe::  
TicTacToe::getPlayerToPlay"]
```

A diagram illustrating a function call. On the right, a white box with a black border contains the text "game::tic\_tac\_toe::" followed by "ConsoleGame::loop" on the next line. A blue arrow points from this box to the left, where a gray box with a black border contains the text "game::tic\_tac\_toe::" followed by "TicTacToe::getPlayerToPlay" on the next line.

```
game::tic_tac_toe::  
ConsoleGame::loop
```