

Human::makeMove

Computer::makeMove

Board::setBoardField

```
graph LR; Human[Human::makeMove] --> Board[Board::setBoardField]; Computer[Computer::makeMove] --> Board;
```

The diagram illustrates a call relationship between three methods. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'Human::makeMove' and the bottom box contains 'Computer::makeMove'. Both boxes have a thin black border. Two blue arrows originate from the right side of these boxes. The arrow from 'Human::makeMove' points diagonally down and to the right, while the arrow from 'Computer::makeMove' points diagonally up and to the right. Both arrows converge towards a single gray rectangular box on the right. This box contains the text 'Board::setBoardField' and has a thin black border. The gray box has a slightly wider right edge, giving it a trapezoidal appearance.