

Human::makeMove

Computer::makeMove

Board::getN

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

The diagram illustrates a dependency or call relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Human::makeMove' and the bottom box contains 'Computer::makeMove'. On the right, there is a gray rectangular box with a black border containing the text 'Board::getN'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'Human::makeMove' and 'Computer::makeMove' call or depend on 'Board::getN'.