

Human::makeMove

Computer::makeMove

Board::getBoardField

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

The diagram illustrates a dependency where two different methods, `Human::makeMove` and `Computer::makeMove`, both rely on the `Board::getBoardField` method. The `Human::makeMove` and `Computer::makeMove` boxes are white with black borders, while the `Board::getBoardField` box is gray with a black border. Blue arrows point from each of the left boxes to the right box, indicating the direction of the dependency or call.