

Fruit::getRandomFruitX

```
graph LR; A[Fruit::getRandomFruitX] --> B[getNumericAnswerFromPlayer]; B --> B;
```

The diagram illustrates a sequence of operations. It begins with a gray rectangular box containing the text 'Fruit::getRandomFruitX'. A straight blue arrow points from the right side of this box to the left side of a white rectangular box with a black border. This second box contains the text 'getNumericAnswerFromPlayer'. Above the white box, a curved blue arrow starts from its right side and points back to its left side, indicating a self-loop or a recursive call.

getNumericAnswerFromPlayer