

Guess

```
graph TD;
    Guess[Guess] --> If[If];
    Guess --> Loop[Loop];
    Guess --> ActionLink[ActionLink];
```

A hierarchical diagram with a root node 'Guess' at the top. A vertical line descends from 'Guess' and then branches into three horizontal lines, each ending in a downward-pointing arrow. These arrows point to three child nodes: 'If', 'Loop', and 'ActionLink', arranged from left to right. All nodes are green rounded rectangles with black outlines and white text.

If

Loop

ActionLink