

Game.TrylmaRules.findNeighbors

```
graph LR; A[Game.TrylmaRules.findNeighbors] --> B[Board.BoardField.getColumn]; A --> C[Board.BoardField.getRow];
```

The diagram illustrates a method call. A gray rectangular box on the left contains the text 'Game.TrylmaRules.findNeighbors'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Board.BoardField.getColumn'. The bottom arrow points to a white rectangular box containing 'Board.BoardField.getRow'.

Board.BoardField.getColumn

Board.BoardField.getRow