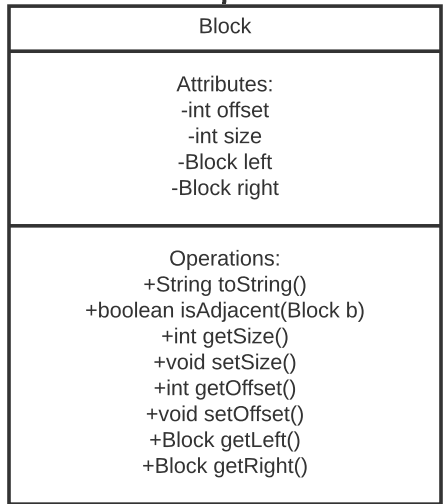
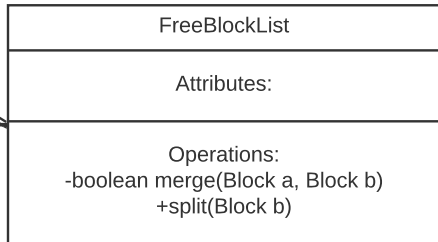
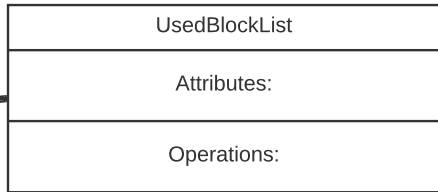


calculateAdjacency  
determines  
adjacency based on  
offset and size

The search methods return  
BlockContainers with deep  
copies of all blocks that  
match the search criteria, or  
empty BlockContainer if none



Is Composed Of

Is Composed Of

Has A

Has A

Something  
needs to  
implement  
comparable

isAdjacent determines  
adjacency based on  
Block.left and  
Block.right