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1: function QUADRANTPOINT(src, dest)
2:    $c \leftarrow x[dest] - x[src]$ 
3:    $d \leftarrow y[dest] - y[src]$ 
4:   if  $c \geq 0$  and  $d > 0$  then
5:      $start \leftarrow 0$ 
6:      $end \leftarrow 90$ 
7:   end if
8:   if  $c \leq 0$  and  $d > 0$  then
9:      $start \leftarrow 90$ 
10:     $end \leftarrow 180$ 
11:  end if
12:  if  $c < 0$  and  $d \leq 0$  then
13:     $start \leftarrow 180$ 
14:     $end \leftarrow 270$ 
15:  end if
16:  if  $c > 0$  and  $d \leq 0$  then
17:     $start \leftarrow 270$ 
18:     $end \leftarrow 360$ 
19:  end if
20:  for  $i=0$  to  $xlength$  do
21:     $c \leftarrow x[i] - x[src]$ 
22:     $d \leftarrow y[i] - y[src]$ 
23:    if  $c == 0$  and  $d == 0$  then
24:      continue
25:    end if
26:     $\Theta \leftarrow atan(d/c)$ 
27:     $\Theta \leftarrow \Theta * (180/3.145926)$ 
28:    if  $c \leq 0$  and  $d \geq 0$  then
29:       $\Theta \leftarrow 180 - \Theta$ 
30:    end if
31:    if  $c \leq 0$  and  $d < 0$  then
32:       $\Theta \leftarrow 180 + \Theta$ 
33:    end if
34:    if  $c > 0$  and  $d < 0$  then
35:       $\Theta \leftarrow 360 - \Theta$ 
36:    end if
37:    if  $\Theta \geq start$  and  $\Theta \leq end$  then
38:       $pointsx \leftarrow x[i]$ 
39:       $pointsy \leftarrow y[i]$ 
40:    end if
41:  end for
42:  Call NeighborsList()
43: end function

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