```
function QUADRANTPOINT(src, dest)
    c ← x[dest] − x[src]
    d ← y[dest] − y[src]
    if c >= 0 and d > 0 then
        start ← 0
        end ← 90
    end if
    if c <= 0 and d > 0 then
        start ← 90
        end ← 180
    end if
    if c < 0 and d <= 0 then
        start ← 180
        end ← 270
    end if
    if c > 0 and d <= 0 then
        start ← 270
        end ← 360
    end if
    for i=0 to xlength do
        c ← x[i] − x[src]
        d ← y[i] − y[src]
        if c == 0 and d == 0 then
            continue
        end if
        Θ ← atan(d/c)
        Θ ← Θ ∗ (180/3.145926)
        if c =< 0 and d >= 0 then
            Θ ← 180 − Θ
        end if
        if c <= 0 and d < 0 then
            Θ ← 180 + Θ
        end if
        if c > 0 and d < 0 then
            Θ ← 360 − Θ
        end if
        if Θ >= start and Θ <= end then
            pointsx ← x[i]
            pointsy ← y[i]
        end if
    end for
    Call NeighborsList()
end function
```