## HexNode

### CRC

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| --- | --- |
| HexNode | |
| Responsibilities | Collaborators |

### Description / Overview

Some paragraph about this class Some paragraph about this class Some paragraph about this class Some paragraph about this class Some paragraph about this class Some paragraph about this class Some paragraph about this class Some paragraph about this class Some paragraph about this class Some paragraph about this class Some paragraph about this class Some paragraph about this class Some paragraph about this class.

### Instance Variables

#### r

Data Type:HexNode

Some blurb about this variable Some blurb about this variable Some blurb about this variable Some blurb about this variable Some blurb about this variable.

#### dr

Data Type:HexNode

Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable.

#### dl

Data Type:HexNode

Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable.

#### l

Data Type:HexNode

Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable.

#### ul

Data Type:HexNode

Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable.

#### ur

Data Type:HexNode

Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable.

#### botsOnMe

Data Type:Robot[]

Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable Some blurb about another variable.

### Method Overview

*public HexNode()*

*public void setR()*

*public void setDR()*

*public void setDL()*

*public void setL()*

*public void setUL()*

*public void setUR()*

*public void set(int side, HexNode node)*

*public HexNode getR()*

*public HexNode getDR()*

*public HexNode getDL()*

*public HexNode getL()*

*public HexNode getUL()*

*public HexNode getUR()*

*public HexNode get(int side)*

*public boolean isEmpty()*

*public Robot[] getRobots()*

### Method Writeups

#### public HexNode()

This method does some stuff with two strings

#### public void setR()

This method does some stuff with two strings

#### public void setDR()

This method does some stuff with two strings

#### public void setDL()

This method does some stuff with two strings

#### public void setL()

This method does some stuff with two strings

#### public void setUL()

This method does some stuff with two strings

#### public void setUR()

This method does some stuff with two strings

#### public void set(int side, HexNode node)

This method does some stuff with two strings

#### public HexNode getR()

This method does some stuff with two strings

#### public HexNode getDR()

This method does some stuff with two strings

#### public HexNode getDL()

This method does some stuff with two strings

#### public HexNode getL()

This method does some stuff with two strings

#### public HexNode getUL()

This method does some stuff with two strings

#### public HexNode getUR()

This method does some stuff with two strings

#### public HexNode get(int side)

This method does some stuff with two strings

#### public boolean isEmpty()

This method does some stuff with two strings

#### public Robot[] getRobots()

This method does some stuff with two strings